マンガヒーローズ

Play Manga d20

Kevin Glusing

サムライシープドッグ

D20 PFSRD.com Publishing

PATHFINDER ROLEPLAYING GAME COMPATIBLE

William Kwan (Order #4569578)

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Welcome to Play Manga d20

In this roleplaying game resource, we explore anime and its many different genres. To do that, we use *The Pathfinder Roleplaying Game* 1st edition, balanced against a point-system wherein every race, class, and character option can be summarized and played equally. Each chapter presented here details an aspect of the game, how it fits into the realm of anime and manga, and how to build characters around that aspect using a combination of traditional gameplay and the point-based system.

What are Anime and Manga?

Anime, or japanese animation, is a style of cartoon popularized by sweeping stories with larger-than-life characters, some of whom are just trying to get through their day without running into a rival or crazed monster. Manga, which came first, are the comic-book-like stories on which most anime is based (however loosely).

Even the seemingly normal characters in an anime or manga can turn out to be a brave hero, a dastardly villain, or some other important piece of the story's plot, at times out of nowhere. Characters in these stories find real progression as they sometimes literally transform from who they started out as into the man, woman, or sentient slime they were always meant to be. Along with their friends, they'll challenge enemies big and small, collect important pieces to a puzzle, or capture other creatures in some way and battle them to achieve their goals.

But manga and anime isn't just about the characters' hyperbolic representation. In many stories, even their equipment gets an extreme makeover. Giant, flying robots battle with even more powerful aliens who might be a threat until more robots show up to help, often by combining with the first. These machines could be living creatures all their own, or they could be piloted by the characters to show how the bond they share can overcome any threat.

We have worked hard to tackle each of these aspects throughout *Play Manga d20*. In doing so, we open the platform to players and Gamemasters alike to build their own stories. Each of the races and classes presented here also include a little bit of backstory for why they might exist within an anime-focused game, but groups are encouraged to offer their own reasons and make them what they need to have the most fun. After all, modifying any aspect of a given race or class should be as easy as finding how many points something is worth and replacing it with an equal attribute (more on these later).

What's Inside?

Play Manga d20 consists of 3 primary chapters, each broken up into different sections.

Races

Chapter 1 consists of 7 of the most common races found in anime and manga, as well as a summary of 12 other races who can be included should they fit a specific character idea or story.

Androids: Robotic humanoids created for the purpose of helping other races with tasks not usually suited to living flesh. These characters can be as mechanical or emotional as they see fit.

Catfolk: A classic staple of many anime stories, catfolk are known for their coy behavior and eccentric attitudes toward other races. Among their own kind, they're more akin to modern humans or gnomes in ideology and lifestyle.

Dhampir: Horror stories in manga hold dhampir as a staple race. Descended from vampires, these characters may rise up and fight their progenitors, or they could side with their sires to fight rival monsters.

Hedoro: A more recent addition to the concept of anime and manga characters are the hedoro, or chemical slimes. Members of this race have been transformed by magic or science into the amorphous form they now possess.

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Rabbitfolk: Counter to the catfolk are rabbitfolk, whose outdoor living and means of adventure rivals traditional fantasy elves. They are known for their powerful hearing and acrobatic capabilities.

Ratfolk: Ratfolk are experts at crafting and learning modern technology, adapting it to their needs on the fly. Agile and Intelligent, they can break into a computer as easily as a building.

Turtlefolk: As the historians of the world, turtlefolk have spent generations documenting the highs and lows of society on its march toward the modern day. After a massive war with the denizens of the underground, they have adapted their methods and learned better ways to keep their hard work safe.

Fantasy Races: From angels, to devils, and everything in between, fantasy races are summarized on page 4 for those who would benefit from playing a dwarf or elf.

Classes

In chapter 2, We break down 15 new classes appropriate for a game set in an anime universe. While games will often pick a theme and stick to it using only some of these classes, they are all balanced with each other to offer the best compatibility during play. Classes introduced here include a combination of archetypes and class-specific options they can take advantage of as the game progresses.

Adventurer: The adventurer is more than just a generic hero hired to stop some goblins, and as a member of this class, characters gain specific abilities that help them directly when it comes to surviving in the world against monstrous foes.

Dynamic Sorcerer: Where fantasy sorcerers control magic through the power of their bloodlines, dynamic sorcerers bend the fabric of reality itself, with the potential to create any spell from the right components.

Giant Robot: Giant robots treat their race as a model, and their progress is tracked by the upgrades and modifications they gain over time, including the ability to change their size at will, or transform into a different robotic form entirely.

Gun Bunny: Firearms and explosives are the gun bunny's bread and butter. A character who joins this class can expect to wield more powerful bombs and deadlier guns against just about any threat.

Hot Rod: Hot rods are professional racecar drivers who may or may not act the hero when the call for one comes. Whether or not they're sponsored by an organization or acting as a scrappy loner, these characters can achieve surprising results with or without their vehicles in a number of situations.

Magical Hero: Many a good manga focuses on one or more normal kids who find and wield amazing power. With a strong mentor by their side, and often a magical artifact granting them special abilities and transformations, magical heroes face their enemies with a brave outlook and a need to protect their loved ones.

Martial Artist: When portrayed through the lens of anime, martial artists have the strength and talent to fight off dangerous creatures, from undead to robots, with little more than their fists. While not inherently supernatural or magical, they practice techniques that can appear so.

Mech Pilot: When giant beasts threaten cities and the world, mech pilots are called in to send them packing. The bond between a mech pilot and their giant mobile armor makes them the best choice for such battles. In situations where a gargantuan robot can't help, they have a good number of skills to help them survive as well.

Ninja: Anime ninjas are no mere assassins or sneaky thieves. They are organized warriors who protect their people through subterfuge and supernatural talents learned in specialized schools. When the going gets tough, they believe in themselves and their allies, and through perseverence find answers to some of the most challenging questions.

Pet Monster Trainer: Magic in manga can appear in many different forms, and the pet monster trainer takes advantage of one of the more interesting choices. By capturing creatures and raising them, the pet monster trainer taps into their companions' abilities to become the very best at what they do.

Samurai: Adventuring samurai walk the land in spectacular armor, inspiring the commonfolk and evoking fear in their enemies. Brave warriors, they hold true to the bushido code while working toward their own goals.

Sentai Member: The sentai member is natural addition to any team, not just other sentai members. Such are their gifts that they can adapt them to help whatever group they happen to be a part of at any time.

Shapechanger: The ability to change one's form into another creature with little more than concentration is something that several characters in anime learn to do to some degree. Those who commit to this learn different and more powerful forms over time.

Student: Never underestimate the student in a manga. Years of education in their field not only makes these characters experts in that area, but also teaches them how to survive in a number of potentially life-threatening situations.

Tech Genius: Tech geniuses are students with a stronger focus on robotics and technology. They take that knowledge and turn it into interesting and fun alternatives.

After the anime classes, we also break down each of the core classes as well as the summoner from *The Pathfinder Roleplaying Game*. Each class is given a summary which balances it out against 300 points, at approximately 14 points per level (plus 20 points at 1st level to represent all of the things a 1st-level character gets). As with the anime classes, fantasy classes receive 1 or more archetypes that provide different ways of playing them within the setting.

Character Options & Attributes

Chapter 3 begins with a look at character creation, how to play a game using point-based characters, and how to incorporate both point-based and traditional characters in the same game.

Next, it provides full details on all of the different attributes, character defects, and restrictions available, as well as their point totals, requirements, and other information. It also includes various feats both new and referenced by the races and classes from previous chapters.

Closing out this chapter are several modern weapons and vehicles, along with upgrades that can be applied to either.

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Table: Races Summary

Fantasy Races	Ability Score Bonus and Penalty	Point Total	Common Attributes; Defects
Aasimar/Angels	+2 Wis, +2 Cha	13	Darkvision, energy resistance, skill bonus, spell-like ability
Dwarves	+2 Con, +2 Wis, –2 Cha	11	Stonecunning, darkvision, defensive training, exceptional saves, hatred, skill bonus, slow and steady, stability, weapon proficiency
Elves	+2 Dex, +2 Int, –2 Con	10	Low-light vision, magical adept, minor immunity, skill bonus, weapon proficiency
Gnomes	+2 Con, +2 Cha, –2 Str	10	Defensive training, exceptional saves, hatred, low-light vision, size (small), skill bonus, spell-like abilities, weapon proficiency
Goblins	+2 Dex, +2 Wis, –2 Cha	10	Darkvision, energy resistance, fast movement, size (small), skill bonus
Half-Elves	+2 to any 1 ability score	10	Bonus feat, linguist, low-light vision, minor immunity, multitalented, skill bonus
Half-Orcs	+2 to any 1 ability score	8	Darkvision, ferocity, skill bonus, weapon proficiency
Halflings	+2 Dex, +2 Cha, –2 Str	9	Exceptional saves, lucky, size (small), skill bonus, weapon proficiency
Humans	+2 to any 1 ability score	9	Flexible bonus feat, linguist, skilled
Ogre	+4 Str, +2 Con, –2 Int, –2 Cha	14	Darkvision, low-light vision, natural armor, reach, size (large)
Orcs	+4 Str, –2 Int, –2 Wis, –2 Cha	8	Darkvision, ferocity, weapon proficiency; light sensitivity
Tieflings/Devils	+2 Dex, +2 Int, –2 Cha	13	Darkvision, energy resistance, inherent sorcery, skill bonus, spell-like abilities
Common Races			
Androids	+2 Dex, +2 Int, –2 Cha	16	Constructed, darkvision, linguist, low-light vision, surge, skill bonus; logical
Catfolk	+2 Dex, +2 Cha, –2 Wis	9	Low-light vision, skill bonus, sprint, twice-saved
Dhampir	+2 Dex, +2 Cha, –2 Con	11	Darkvision, exceptional saves, linguist, low-light vision, skill bonus, spell-like ability; light sensitivity, negative affinity
Rabbitfolk	+2 Dex, +2 Wis, –2 Str	13	Burrow, jump, low-light vision, lucky, skill bonus, shared space
Ratfolk	+2 Dex, +2 Int, –2 Str	9	Darkvision, size (small), skill bonus, shared space
Slimes	+4 Con, +2 Int, –2 Wis, –2 Cha	15	All-around vision, alternate form, amorphous, blindsense, grab, size (small), tentacles; slow and steady, unique defect
Turtlefolk	+2 Dex, +2 Wis	13	Natural swimmer, hold breath, reptilian, retract, shell armor; slow and steady

Races

種族

This section introduces new options for several races found in the *Pathfinder® Roleplaying Game*. The races are summarized here, and their attributes are explained in greater detail in the next section.

When reading racial traits, each +1 indicates 1 additional rank in that ability.

A character who wants to play a race other than human has the option of playing one of the core fantasy races listed in Table: Races Summary or one of the common races provided in greater detail here.

Race Point Deconstruction

Every race found in the *Pathfinder® Roleplaying Game* can be broken down into a collection of points and attributes that determine if it is standard, advanced, or monstrous. Using those points, one can construct new races using the races here as guidelines.

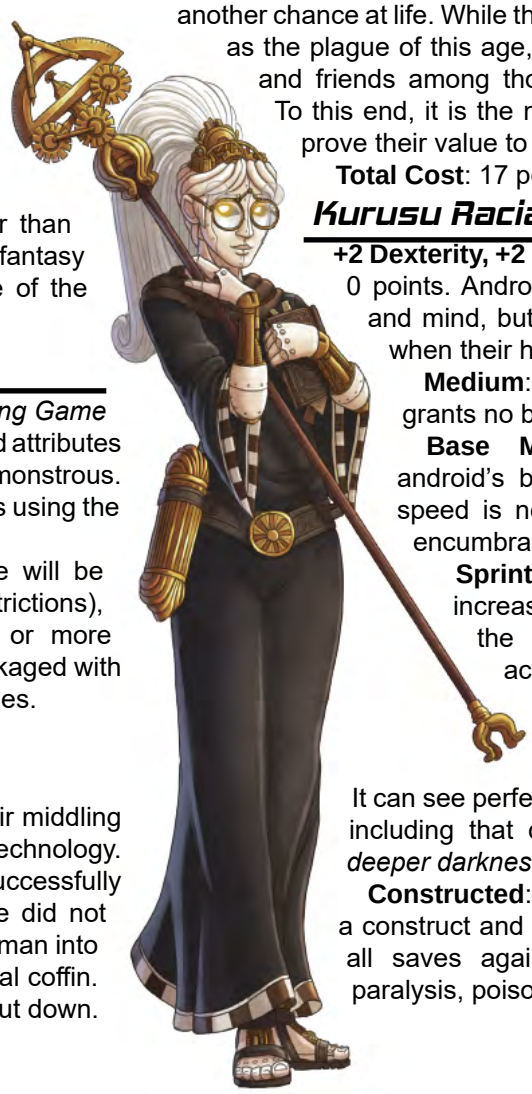
When building a race, consider if that race will be standard (8-13 points before defects and restrictions), advanced (14-22 points), or monstrous (23 or more points). Some traits cost fewer points when packaged with a race or class. Use the values here as guidelines.

Androids, Kurusu

人造人間

Forever, humans have sought to improve their middling forms through advances in magic, science, and technology. But when the first consciousness was successfully uploaded to an android body, the human race did not rejoice. In fact, many found the total merging of man into machine as the final nail in humanity's proverbial coffin. Pressured by public opinion, the project was shut down.

Or so everybody thought.



Kurusu androids live on, constructed in hidden labs. Sometimes, they're paid for by the richest of the elite. Other times, a child who would be lost too soon is given another chance at life. While the greater society sees them as the plague of this age, androids have found allies and friends among those who would be heroes. To this end, it is the mission of most androids to prove their value to the world.

Total Cost: 17 points (advanced).

Kurusu Racial Traits

+2 Dexterity, +2 Intelligence, –2 Charisma: 0 points. Androids are quick of both body and mind, but they are not well received when their heritage is revealed.

Medium: 0 points. An android's size grants no bonuses or penalties.

Base Movement: 1 point. An android's base speed is 30 feet. It's speed is never modified by armor or encumbrance.

Sprint: 1 point. An android's speed increases by +10 feet when it uses the charge, run, or withdraw actions.

See in Darkness: 4 points. An android gains darkvision out to 120 feet. It can see perfectly in darkness of any kind, including that created by spells such as *deeper darkness*.

Constructed: 2 points. An android is both a construct and a humanoid. It gains +4 on all saves against mind-affecting effects, paralysis, poison, and stun effects.

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Androids are not subject to fatigue or exhaustion, and are immune to disease, emotion-based effects, fear, and sleep effects, but they also cannot gain morale bonuses.

Danger Sense: 4 points. An android gains a +2 racial bonus to AC and Reflex saves against traps, and a +2 on Perception checks to avoid being surprised.

Hydraulics: 3 points. As a standard action, an android can give itself a +4 enhancement bonus to its Strength for 1 minute per Hit Die (minimum 1). These minutes need not be spent consecutively, but they must be spent in 1-minute increments. A free action ends the effect.

Rapid Processing: 2 points. An android gains a +4 racial bonus on saving throws against illusion spells and effects.

Languages: 0 points. Androids speak the common language of their world + 1 other language of their choice.

Catfolk, Raibyo

雷猫

Sometimes referred to as storm children, the raibyo were blessed by kami with gifts of thunder and lightning. Some channel these gifts into exceptional speed or power, while others have learned to use them to mask themselves from sight.

Until a raibyo reveals itself to have a unique gift, nothing short of divination gives away its true nature. The race uses this to blend into the rest of society alongside other catfolk, and some go their entire lives without others discovering their power.

Total Cost: 9 points (standard).

Raibyo Racial Traits

+2 Dexterity, +2 Charisma, –2 Wisdom: 0 points. Raibyo are naturally agile, and their relation to catfolk makes it easier for others to get along with them, but their attention is easily broken at times.

Medium: 0 points. A catfolk's size grants no bonuses or penalties.

Base Movement: 0 points. A raibyo's base speed is 30 feet.

Climb: 2 points. A raibyo has a climb speed of 20 feet and a +8 racial bonus on Climb checks.

Catfolk: Raibyo are humanoids with the catfolk subtype.

Kami's Gift (Sp): 2 points. At character creation, a raibyo chooses *enlarge person, expeditious retreat,* or *vanish.* The raibyo can cast the chosen spell twice per day, targeting itself. The caster level of the chosen spell is equal to the raibyo's total Hit Dice (minimum 1).

Low-Light Vision: 1 point. All catfolk can see twice as far as humans in conditions of dim light.

Storm Resistance: 4 points. Each raibyo is immune to sonic effects and has electricity resistance 5. If affected by a friendly effect (such as a bard's performance), the raibyo can suppress its immunity for the duration as a free action.

Languages: 0 points. Catfolk speak the common language of their world + 1 other language of their choice.

Dhampir, Kyuketsuki

吸血鬼

There are vile creatures lurking in the shadows, watching, waiting for a chance to steal some hapless victim in the dead of night. If not for the dhampir who hunt them, such supernatural beings could have wiped the living away many times over. By turning their curse against the tides of evil, the dhampir find a modicum of solace.

While they prefer the comforts of darkness and moonlight, the dhampir will occasionally travel by day when hunting a particularly dangerous foe. They may even seek others like them for aid, hoping against hope that a team of heroes won't be too late to end whatever threatens the world out of the corner of its eye.

Total Cost: 11 points (advanced).

Kyuketsuki Racial Traits

+2 Dexterity, +2 Charisma, –2 Constitution: 0 points. Dhampir have preternatural reactions and an odd allure, but they are frail, especially when exposed directly to sunlight.

Medium: 0 points. A dhampir's size grants no bonuses or penalties.

Base Movement: 0 points. A dhampir's base speed is 30 feet.

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Jump: 2 points. A dhampir always counts as having a running start when making an Acrobatics check to jump.

Low-Light Vision: 1 point. A dhampir can see twice as far as a human in conditions of dim light.

Dhampir: Kyuketsuki are humanoids with the dhampir subtype.

Animus (Sp): 4 points. Once per day, a dhampir can assume the form of a bat, dire bat, dire wolf, or wolf. This functions as *beast shape II*, and the dhampir's caster level with the spell is equal to its total Hit Dice (minimum 1).

Blindsense: 4 points. Using non-visual senses such as acute smell or hearing, dhampir notice things they cannot see. They usually do not need to make Perception checks to pinpoint the location of a creature within 30 feet, provided they have line of effect to that creature. A creature that a dhampir cannot see still has total concealment against the dhampir, and the dhampir still has the normal miss chance when attacking creatures that have concealment. Visibility still affects the dhampir's movement, and they are still denied their Dexterity bonus to AC against attacks from creatures they cannot see.

Cunning: 2 points. Dhampir gain +2 on Perception checks to notice traps and hidden doors located in walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Light Sensitivity: –1 point. Dhampir are dazzled in bright light.

Negative Affinity: –1 point. A dhampir is alive, but is healed by negative energy and harmed by positive energy, as if it were an undead creature.

Languages: 0 points. Dhampir speak the common language of their world + 1 other language of their choice.

Hedoro, Chemical Slime

ヘドロ

When the first young man found himself unfortunately transformed into a hedoro, it was largely believed to be an accident. Later, it was learned that whatever waste was created from the decomposition of magical creatures was the true cause, and every effort was made to prevent more people from becoming chemical slimes.

The efforts were in vain, however, because the magic had already begun to seep into the water tables. While it was determined not to always have a negative effect, the occasional student, mother, or coworker does suddenly call in to advise that they too have become hedoro.

Total Cost: 25 points (monstrous).

Hedoro Racial Traits

+2 Dexterity, +4 Constitution, –2 Wisdom: 5 points. If not for their size, hedoro would be strong and tough, if sometimes lacking in common sense.

Tiny: 4 points. As Tiny creatures, hedoro gain a +2 size bonus to AC and attacks and a +8 size bonus on Stealth checks, but suffer a –2 penalty to CMB and CMD. A hedoro takes up a space of 2-1/2 feet x 2-1/2 feet, allowing it to share its space with up to 3 other tiny creatures.

Slow Movement: –1 point. A hedoro's base speed is 20 feet.

Climb: 2 points. A hedoro has a climb speed of 20 feet and a +8 racial bonus on Climb checks.

All-Around Vision: 4 points. A hedoro's slime-like form grants it a +4 racial bonus on Perception checks and makes it immune to flanking.

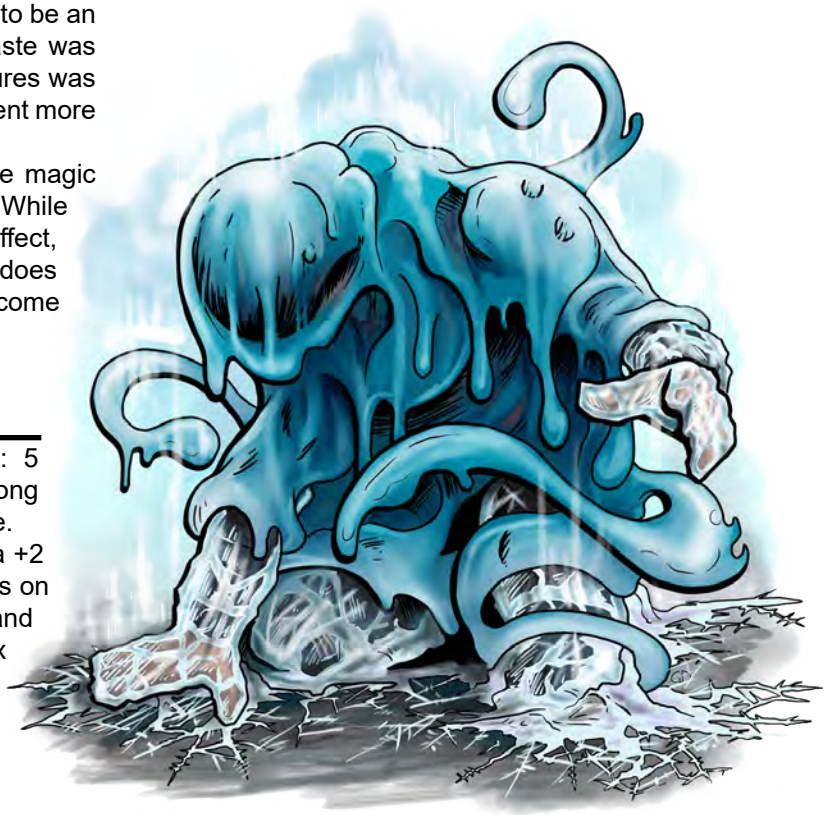
Aberrant: 3 points. All hedoro are aberrations. This grants them darkvision out to 60 feet.

Amorphous: 0 points. A hedoro can squeeze into spaces 3 inches wide or larger, but it cannot bring any equipment with it. In addition, a hedoro's amorphous form prevents it from wearing armor of any kind, but does grant it Damage Reduction 2/bludgeoning.

Chemical Augury (Sp): 6 points. When a hedoro witnesses another creature cast a 2nd-level or lower spell or use an extraordinary, spell-like, or supernatural ability, it can use a standard action within 1 minute to alter the chemicals in its body to learn how to mimic that ability temporarily. The effective spell level of the ability gained is equal to a spell of the same name, or half the Hit Dice of the creature using it (minimum 1, maximum 2) if no such spell exists. If the equivalent spell exists at different levels, the hedoro uses the highest level at which it could be gained.

Once per day, an ability learned with chemical augury can be cast by the hedoro as a spell of the same level and uses the hedoro's Constitution modifier in place of another (grit, for example, normally uses Wisdom). Constant abilities last a number of hours equal to the hedoro's total Hit Dice (minimum 1). Abilities with no spell equivalent are mimicked exactly as they were used, except that any save DCs are replaced by 10 + 1/2 the hedoro's total Hit Dice + its Constitution modifier.

A hedoro can learn one ability + one additional ability at Hit Dice (rank 4) and every 3 ranks of Hit Dice gained thereafter (up to its Constitution modifier). If it learns a new ability, the hedoro must choose another to remove at the same time.



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Tentacles: 2 points. A hedoro has 2 secondary tentacle attacks with 5-ft. reach that each deal 1d2 + 1/2 its Strength modifier damage (any penalty in Strength is added in full instead). The hedoro can use these tentacles like any other creature would use hands, allowing it to wield Tiny weapons and threaten a 5-ft. space around the hedoro.

Languages: 0 points. Hedoro speak the common language of their world + 1 other language of their choice.

Alternate Racial Traits

Bulbous: 17 points (advanced). A bulbous hedoro is a Small creature with +4 Constitution, –2 Intelligence, –2 Wisdom, –2 Charisma. It gains only a +1 size bonus to AC and attacks and a +4 to Stealth, as well as a –1 penalty to CMB and CMD. It can only squeeze into spaces sized for tiny creatures. This alters the hedoro's ability scores, size, and total cost as well as the amorphous racial trait.

Engulf: 6 points. As a standard action, a hedoro can move up to its speed, attempting to engulf Small or smaller creatures as it passes through their squares. Those creatures can either attempt a Reflex save (DC 10 + 1/2 the hedoro's total Hit Dice + its Constitution modifier) to move back or aside (target's choice) or make an attack of opportunity against the hedoro. A creature that fails its save (or makes an attack of opportunity) becomes pinned, which puts it in danger of suffocating and deals 1d6 acid damage each round until the creature breaks the pin with a successful grapple or Escape Artist check.

For each creature it has engulfed, the hedoro grows 1 size category, up to Large (treat as a nonmagical *enlarge person* effect). It can have a total number of creatures engulfed equal to its Constitution modifier. This replaces chemical augury.

Hardened Skin: 0 points. Some hedoro develop a filmy skin on their otherwise gelatinous forms. This grants the hedoro a natural armor bonus equal to 2 + its Constitution modifier. A hedoro that squeezes through a space sized for diminutive creatures loses this bonus for 1 minute. This alters amorphous and replaces the hedoro's Damage Reduction.

Hedoro Favored Class Bonuses

When a hedoro gains a new fantasy class level, it can choose one of the following options in place of the usual +1 hit point or +1 skill rank. For favored class bonuses tied to the new classes in *Play Manga*, see those individual class descriptions.

Bard: Add one spell known from the ooze bloodline spell list. This spell must be at least one level below the highest spell level the bard can cast. The spell is treated as being one level higher, unless it is also on the bard spell list (for example, the bard can learn *entangle* at 4th level and cast it as a 2nd-level spell).

Cleric: Gain +1/5 ability with chemical augury. At +1 or more, the cleric can prepare and cast those spells as 1st or 2nd-level cleric spells.

Monk: Deal +1/2 bludgeoning damage with the first successful tentacle attack each round.

Paladin: Gain +1/5 ability with chemical augury. At +1 or more, the paladin can prepare and cast those spells as 1st or 2nd-level paladin spells.

Ranger: Gain +1/5 ability with chemical augury. At +1 or more, the ranger can prepare and cast those spells as 1st or 2nd-level ranger spells.

Rogue: Deal +1/4 acid damage with the first successful sneak attack each round. This extra damage does not multiply on a critical hit.

Sorcerer: Add +1/2 to the number of times per day the sorcerer can use the acidic ray aberrant bloodline power or the mucus spray ooze bloodline power. The sorcerer must possess the applicable power to select this bonus.

Ooze Bloodline

Class Skill: Knowledge (dungeoneering).

Bonus Spells: *entangle* (3rd), *acid arrow* (5th), *protection from energy* (7th), *stoneskin* (9th), *ooze form I* (11th), *ooze form II* (13th), *simulacrum* (15th), *clone* (17th), *shapechange* (self only, 19th).

Bonus Feats: Combat Casting, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Silent Spell, Skill Focus (Knowledge [dungeoneering]).

Bloodline Arcana: When casting an ooze bloodline spell, you can choose to suffer 1 point of nonlethal damage per Hit Die (referred to as burn) and reduce the material component cost of the spell by up to 50 cy* per point (to a minimum of 0 cy). This damage cannot be healed without resting for at least 8 hours, and any spell cast as a result ends at that time. You can also use your own slime in place of ice, ooze, and similar components.

Bloodline Powers: As you grow in power, the hideous effects of the pollution in your blood manifest themselves as a series of eerie powers.

Mucus Spray (Sp): Starting at 1st level, you can unleash a cone-shaped burst of acidic mucus within a 15-ft. range. This spray deals 1d6 hp acid damage for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Gray Ooze Nature (Ex): At 3rd level, you gain resist cold or resist fire 5 and a +2 bonus on saving throws made against mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). At 9th level, your chosen resistance increases to 10 and your bonus to mind-affecting saves increases to +4. In addition, oozes do not attack you unless you move into contact with them.

Ooze Form (Sp): At 9th level, you can change your shape for a number of rounds equal to your sorcerer level. These rounds need not be consecutive.

This ability otherwise functions as *ooze form I*. You can also move through and among all creatures with the ooze subtype without suffering any harm. At 12th level, ooze form functions like *ooze form II*.

Ooze Mind (Ex): At 15th level, you are considered mindless with regard to all spells and abilities. You cannot be targeted by scrying spells and your thoughts cannot be read.

Split (Su): At 20th level, you gain the split ability of an ochre jelly. Only the original has your identity, the rest are mindless. You gain resistance 10 to all energy types.

* cy = currency. See Equipment and Personal Gear for more details.

William Kwan (Order #45669578)

Ooze Form I

School transmutation (polymorph)
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)

You assume the form of a Small or Medium ooze. Regardless of the type of ooze you transform into, you gain base speed 10 feet, climb speed 10 feet, swim speed 20 feet, and blindsense 30 feet. You gain a +4 resistance bonus on saving throws against mind-affecting effects and poison. A wood or metal weapon that strikes you takes acid damage as if from your slam unless the wielder succeeds at a Reflex saving throw.

Small Ooze: If you assume this form, you gain a +4 size bonus to your Constitution score, a slam attack (1d3 plus 1d3 acid), and constrict (1d3), and take, a –4 penalty to your Dexterity score.

Medium Ooze: If you assume this form, you gain a +6 size bonus to your Constitution score, a –6 penalty to your Dexterity score, a slam attack (1d4 plus 1d4 acid), and constrict (1d4).

Ooze Form II

This spell functions as *ooze form I* except you can also assume the form of a Large ooze. You gain blindsight 30 feet and immunity to critical hits and precision damage as well.

Large Ooze: If you assume this form, you gain a +2 size bonus to your Strength score, a +8 size bonus to your Constitution score, a slam attack (2d4 plus 1d6 acid and grab), and constrict (2d4), and you take a –8 penalty to your Dexterity score.

Rabbitfolk, Nousagi

野ウサギ

Having fought back the dark elves many years ago, the nousagi were comfortable in their underground burrows and the cities they occupied after the war. But soon, the modern world began to encroach on the rabbitfolk. It started with deforesting and excavations that left their homes exposed. Eventually, the nousagi faced a difficult choice: Fight a new war against the races who lived primarily on the surface and likely lose, or integrate and give up their ancient ways.

Today, nousagi homes and temples can be found in city parks or church districts. Their cuisine is the talk of health care professionals, and their skill with the bow remains equal to most with more technological weapons. To their credit, the rabbitfolk have adapted to this new life well, and even incorporated parts of it into the surface as well. Now families a continent apart can stay in touch, and the average nousagi lives comfortably alone or with one or two companions. When one gets the urge to do something more, they sign up to join one hero group or another, and some have formed their own power groups of sentai members, further tying their expertise to the magic and mechanical strengths of this new life.

Total Cost: 13 points (standard).

Nousagi Racial Traits

+2 Dexterity, +2 Wisdom, –2 Strength: 0 points. Rabbitfolk are expert ranged weapons users with a keen eye and a sharp arrow, but they are not as quite strong as the average human.

Medium: 0 points. A nousagi's size grants no bonuses or penalties.

Base Movement: 0 points. A nousagi's base speed is 30 feet.

Jump: 2 points. A rabbitfolk always counts as having a running start when making an Acrobatics check to jump.

Darkvision: 2 points. A nousagi can see in natural darkness out to 60 feet, but only in black and white with no details.

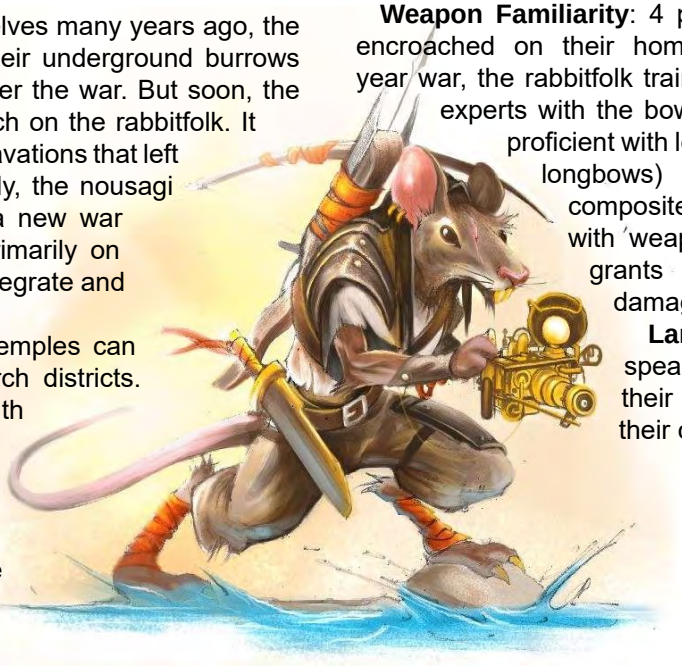
Rabbitfolk: Nousagi are humanoids with the rabbitfolk subtype.

Hatred: 3 points. Nousagi gain both a +4 dodge bonus to AC and +1 on attacks made against aberrations and humanoids with the elf subtype.

Life Above and Below: 2 points. Rabbitfolk gain a +1 bonus on Knowledge (dungeoneering) and Survival checks made underground as well as Diplomacy, Knowledge (local), and Sense Motive checks.

Weapon Familiarity: 4 points. Before the dark elves encroached on their homes and started a hundred-year war, the rabbitfolk trained with the elves, becoming experts with the bow in their own right. They are proficient with longbows (including composite longbows) and shortbows (including composite shortbows), and begin play with weapon training 1 (bows), which grants them a +1 to attacks and damage with those weapons.

Languages: 0 points. Nousagi speak the common language of their world + 1 other language of their choice.



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Ratfolk, Shirui

齧歯類

Ratfolk hold an interesting place in history with the other races of the world. They fought for both sides during the war with the dark elves. They have run city-spanning, often illegal gambling rings. And they have been known to act as both emissaries and assassins when it comes to the leadership of countries. With all of that, it should come as no surprise that the race is a radical, rebellious lot who very often can only be trusted so long as one can see them.

In an era of heroes, the shirui ratfolk are the first to offer aid, for a price. They make for unpredictable adventurers, dastardly gun bunnies, and superior ninjas. Most surprising to those who meet them, however, is the fact that they're master tech geniuses with a remarkable talent for crafting modern equipment from seemingly old-fashioned or outdated materials and tools.

Total Cost: 9 points (standard).

Shirui Racial Traits

+2 Dexterity, +2 Intelligence, –2 Strength: 0 points. The shirui are often the first to get out of the way of danger, and the first to come up with a plan of action when the need arises, but their physical stature leaves them wanting.

Small: –1 point. As Small creatures, ratfolk gain a +1 size bonus to AC and attacks and a +4 size bonus on Stealth checks, but suffer a –1 penalty to CMB and CMD.

Fast Movement: 1 point. A shirui's base speed is 40 feet.

Climb: 2 points. Ratfolk have a climb speed of 20 feet and a +8 racial bonus on Climb checks.

Darkvision: 2 points. Ratfolk can see in darkness out to 60 feet.

Ratfolk: Shirui are humanoids with the ratfolk subtype.

Emissary: 1 point. Once per day, ratfolk can roll twice when making a Bluff or Diplomacy check and take the better roll.

Junk Tinker: 4 points. Ratfolk gain a +2 racial bonus on driving checks and on Craft checks to build or repair weapons or vehicles without the proper tools. They can make the attempt with any material that can hold the right shape for a few uses, but normally unfit materials produce items with the fragile quality.

Languages: 0 points. Shirui speak the common language of their world + 1 other language of their choice.

Turtlefolk, Ishiga

石亀

In ages past, the ishiga were the keepers of the world's history and lore. Great libraries dotted the land, full of contracts, deeds, and other legal documents, all sorted properly among stories of brave heroes, their cowardly allies, and dastardly villains. Anybody who needed to know anything visited an ishigan library where the chances were very good they could eventually find what they were looking for.

But that all changed when the dark elves attacked. The ishigan's libraries that weren't burned to the ground became fortified outposts and training camps for those who would fight against the invaders from below. Centuries of careful documentation and knowledge were lost in what felt like the blink of an eye, never to be recovered.

At present, the ishiga continue to act as the world's foremost purveyors of intelligence and historical rhetoric, but their expertise has shifted from the careful collection and ordering of tomes to mastery of computer chronology and the (somewhat) free expansion of knowledge for all.

Total Cost: 11 points (standard).

Ishiga Racial Traits

+2 Constitution, +2 Intelligence, –2 Dexterity: 0 points. Turtlefolk are tough and vastly intelligent, but their natural form is often less than graceful.

Medium: 0 points. An ishiga's size grants no bonuses or penalties.

Slow and Steady: –1 point. An ishiga's base speed is 20 feet, but their speed is never modified by armor or encumbrance.

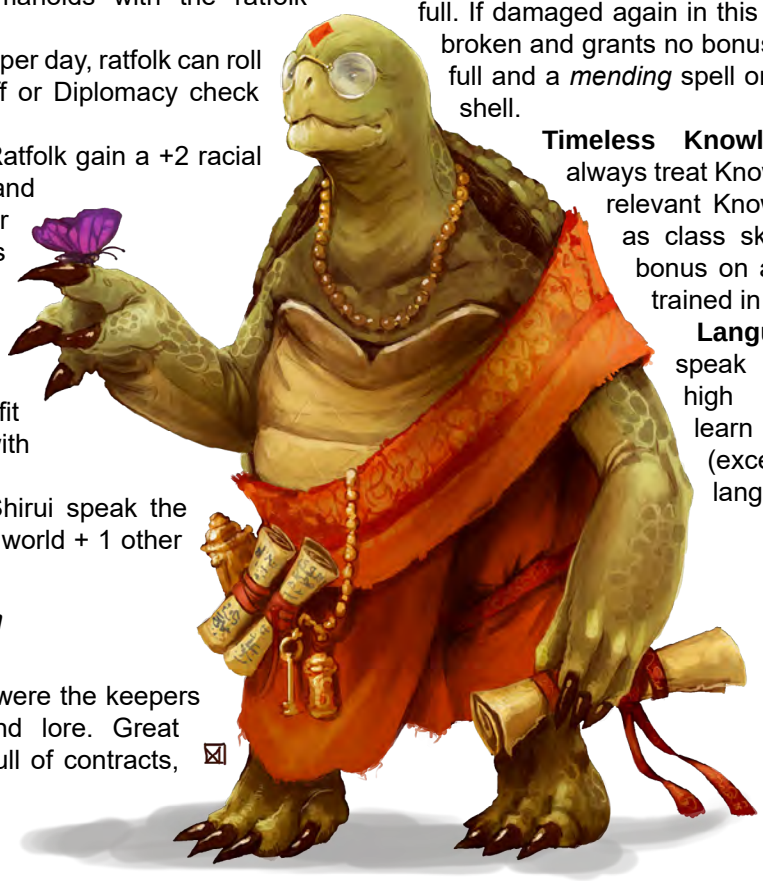
Reptilian: 0 points. Turtlefolk are humanoids with the reptilian subtype.

Natural Armor: 3 points. Ishigan have +2 natural armor.

Retract: 3 points. When a critical hit or sneak attack is scored on an ishiga, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. Once this occurs, the ishiga's natural armor grants only a +1 bonus until the ishiga is healed back to full. If damaged again in this way, the shell is considered broken and grants no bonus until the ishiga is healed to full and a *mending* spell or similar effect is used on its shell.

Timeless Knowledge: 5 points. Ishigan always treat Knowledge (history) and another relevant Knowledge for their time-period as class skills. They gain a +2 racial bonus on all Knowledge checks when trained in those skills.

Languages: 1 point. Ishigan speak Common. An ishiga with high Intelligence scores can learn any languages they want (except Druidic and other secret languages).



William Kwan (Order #45669578)

Classes

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This section introduces 15 new classes and provides explanation for how they match up to the core classes in the *Pathfinder® Roleplaying Game* as well as the summoner. The classes are summarized here, and their attributes are explained in greater detail in the next section.

When reading a class table, each +1 indicates 1 additional rank in that ability.

Class Point Deconstruction

Every class found in the *Pathfinder® Roleplaying Game* can be broken down into a collection of points spread out over 20 levels. Using those points, one can construct new alternate, base, and even hybrid classes.

Classes as represented here are balanced against a 300 point system (approximately 14 points per level +20 for the first class level bought) and their individual attributes, with ranks as appropriate, can be found later for use in building point-based characters. To demonstrate, the 11 core classes plus the summoner are also summarized with some new options after the new class section.

Archetypes and Options

Class archetypes are packages of attributes that replace portions of a class. They are usually worth the same total points as the attributes they replace, but can vary slightly in power level to meet their theme. Any additional cost associated with an archetype will be noted in its description.

Class options replace individual class features.

Spending Points and Discounts

The system presented here treats race points from the *Pathfinder RPG Advanced Race Guide* as equal to the points available to all characters in *Play Manga d20*. When packaged in a race or class, some attributes cost less because you have to buy the full class level to get them.

Unchained Classes

In its lifetime, the first edition of the *Pathfinder® Roleplaying Game* provided direct updates to four classes; namely the barbarian, the monk, the rogue, and the summoner. For the purposes of the point system created here, the "unchained" versions of these classes are the point of reference, as those classes line up accurately to the 300 point system—The original monk came in at 274 points, the rogue at 281, and the summoner at 325. The barbarian, as noted in other supplements, was primarily unchanged, though the rage mechanic itself was streamlined, leaving that class at 300 points total.

Adventurer

冒険家

Members of every class can be considered adventurers, but those who take up the generalized mantle have a few tricks all their own while also blending the ideas of adventuring more specifically available to others.

Table: Adventurer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Combat focus, trapfinding
2nd	+1	+3	+3	+3	Adventuring talent, cunning
3rd	+2	+3	+3	+3	Combat focus, danger sense +1
4th	+3	+4	+4	+4	Endurance, fast movement +1
5th	+3	+4	+4	+4	Adventuring talent, combat focus
6th	+4	+5	+5	+5	Danger sense +1, evasion +1
7th	+5	+5	+5	+5	Combat focus, nimble moves
8th	+6/+1	+6	+6	+6	Adventuring talent
9th	+6/+1	+6	+6	+6	Combat focus, danger sense +1
10th	+7/+2	+7	+7	+7	Dual focus, fast movement +1
11th	+8/+3	+7	+7	+7	Adventuring talent, combat focus
12th	+9/+4	+8	+8	+8	Danger sense +1, stalwart +1
13th	+9/+4	+8	+8	+8	Combat focus
14th	+10/+5	+9	+9	+9	Adventuring talent
15th	+11/+6/+1	+9	+9	+9	Combat focus, danger sense +1
16th	+12/+7/+2	+10	+10	+10	Evasion +1, fast movement +1
17th	+12/+7/+2	+10	+10	+10	Adventuring talent, combat focus
18th	+13/+8/+3	+11	+11	+11	Danger sense +1, stalwart +1
19th	+14/+9/+4	+11	+11	+11	Combat focus
20th	+15/+10/+5	+12	+12	+12	Adventuring talent, combat mastery

Characteristics

An adventurer is a naturally defensive type, with the ability to put their focus on one goal at a time. They are good at finding traps and dealing with problems both in and out of combat.

Other Classes

Fantasy classes, as well as samurai and other classes like them, see the adventurer as an asset to their groups. Hot rods, mech pilots, and pet monster trainers like the adventurer's drive to succeed, but gun bunnies and tech geniuses can't understand how they get by so well without specialized equipment.

* An adventuring talent is any feat & skill attribute worth no more than 3 points, or any rogue talent or ninja trick for which the adventurer meets the prerequisites and that doesn't modify sneak attack.

William Kwan (Order #45669578)

Adventurer Favored Class Bonuses

Android: Gain 1/6 of a new combat focus.

Catfolk: Add a +1 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.Add a +1 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Dhampir: Add a +1/4 bonus to danger sense and a +1/2 bonus on Perception checks to pinpoint the location of living creatures.

Human: Add +1/2 to the adventurer's CMD.

Ogre: Gain DR 1/3 /magic.

Orc: Gain 1/6 of a new combat focus.

Rabbitfolk: Add +1 to the adventurer's base speed. This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Ratfolk: Add a +1 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Slime: Gain 1/6 of a new combat focus.

Turtlefolk: Gain a +1/3 bonus on all Knowledge checks.

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	65
Skill Ranks: 6 + Int modifier	3 per rank (60)	68
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Saves: Fortitude, Reflex, Will	2 per rank (72)	65
Weapon Proficiencies	Martial (12)	100
Armor Proficiencies	Medium (5)	99
Shield Proficiencies	Shields (3)	65
Adventuring Talents *	2 per rank (14)	67
Bonus Feats	Combat Focus (20)	67
Combat Mastery	6 points (6)	67
Dual Focus	3 points (3)	100
Endurance	1 point (1)	98
Nimble Moves	2 points (2)	99
Cunning	1 per rank (1)	67
Danger Sense	2 per rank (12)	63
Evasion	1 per rank (2)	64
Fast Movement	1 per rank (3)	81
Stalwart	1 per rank (2)	64
Trapfinding	2 points (2)	99
Total Attributes	300 points	

Class Skills: Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Adventurer Archetypes

An adventurer's archetypes focus on the different sorts of adventuring groups and guilds one might find themselves in, from mercenaries to pioneers. Note that an adventurer can be both a mercenary and a pioneer, since the abilities granted by each do not overlap.

Mercenary (Archetype)

Adventurer mercenaries are often lone wolves who only work with others for the promise of a good profit. They look out for themselves first, and make that point very clear upon joining a party. Not even the prospect of a good payday is worth the effort if one's not alive to spend it, after all.

Hit Die and Base Attack: A mercenary's hit die is d10, and his base attack is equal to his adventurer level. This alters the adventurer's hit dice and base attack and replaces nimble moves.

Skill Ranks per Day: Mercenaries put more focus on results and less on flashy skills. They gain only 4 skill ranks per adventurer level.

Saving Throws: A mercenary's Will save progression is poor (1/3 of his adventurer level).

Pioneer (Archetype)

Pioneers prefer adventuring outdoors, exploring the wilds and discovering new lands. While still reasonable at dungeon exploration, these adventurers are experts when it comes to survival and long travels.

Hazard Finding (Ex): A pioneer's cunning, danger sense, and trapfinding apply only to natural hazards, such as potential pitfalls, rock slides, or quicksand. This alters cunning.

Favored Terrain (Ex): At 2nd level, and again at 8th, 14th, and 20th level, a pioneer gains one favored terrain, as the ranger class feature. This replaces the adventurer talents gained at 2nd and 14th level.

Wild Empathy (Ex): At 2nd level, a pioneer can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The pioneer rolls 1d20 and adds his pioneer level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the pioneer and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The pioneer can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Track (Ex): Beginning at 3rd level, a pioneer adds half his adventurer level to Survival checks made to follow tracks.

Woodland Stride (Ex): Starting at 9th level, a pioneer may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him.

Swift Tracker (Ex): Beginning at 12th level, a pioneer can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Camouflage (Ex): A pioneer of 15th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

William Kwan (Order #5669578)

Dynamic Sorcerer

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Dynamic sorcerers, or simply dynamics, control vast power with a few very specific limitations. Their magical prowess is built on an internal reservoir of energy, while their use of intellect in combat lends to sufficient defenses and tactical strategies.

Note: The dynamic sorcerer is a potentially very powerful ally to have. Be sure to work with the GM to determine her limitations within the context of the world and the final cost of her abilities.

Characteristics

Dynamics are able to tap into their magic in order to create spells from any spell list. This immense power is tempered by the sorcerer's need to possess the correct components and understanding of the spells she can cast. When the right spell isn't immediately available, the dynamic sorcerer can spend her energy to power her attacks instead.

Other Classes

Adventurers, fantasy classes, and magical heroes are fascinated by the raw potential of the dynamic sorcerer. Those who prefer science and technology approach with caution, since those individuals understand there must be some cost to the sorcerer's versatility, and they would rather not pay it.

Dynamic Favored Class Bonuses

Catfolk: Add a +1/2 bonus Knowledge (nature) and Spellcraft checks.

Dhampir: Add +1/3 to the dynamic sorcerer's AC bonus from defensive instinct.

Elf: Gain +1/2 energy.

Human: Deal +1/6 damage per spell level with dynamic strike.

Rabbitfolk: Add a +1/2 bonus Knowledge (religion) and Spellcraft checks.

Slime: Add a +1/2 bonus Knowledge (arcana) and Spellcraft checks.

Class Features	Point Cost	Pg
Hit Die: d6.	1 per rank (20)	65
Skill Ranks: 2 + Int modifier.	1 per rank (20)	68
Intellectual	20 points (20)	67
Base Attack: Poor	2 + 2 per rank (22)	83
Bonus Attacks: 1	4 per rank (4)	83
Saves: Will	2 per rank (48)	65
Weapon Proficiencies	Martial (12)	100
Damage Reduction	2 per rank (10)	63
Defensive Instinct	1 + 1 per rank (7)	63
Dynamic Sorcery	15 per rank (135)	69
Dynamic Strike	2 points (2)	70
Overpower	1 per rank (5)	85
Defects & Restrictions		
Restriction	Required Materials (–2)	70
Spell Failure	No armor or shield (–3)	95
Total Attributes	300 points	

Table: Dynamic Sorcerer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Defensive instinct +1, dynamic sorcery +1, intellectual (attacks and damage)
2nd	+1	+0	+0	+3	Dynamic strike
3rd	+1	+1	+1	+3	DR +1/magic, Dynamic sorcery +1
4th	+2	+1	+1	+4	Defensive instinct +1
5th	+2	+1	+1	+4	Dynamic sorcery +1
6th	+3	+2	+2	+5	Overpower +1
7th	+3	+2	+2	+5	DR +1/magic, Dynamic sorcery +1
8th	+4	+2	+2	+6	Defensive instinct +1
9th	+4	+3	+3	+6	Dynamic sorcery +1
10th	+5	+3	+3	+7	Overpower +1
11th	+5	+3	+3	+7	DR +1/magic, Dynamic sorcery +1
12th	+6/+1	+4	+4	+8	Defensive instinct +1
13th	+6/+1	+4	+4	+8	Dynamic sorcery +1
14th	+7/+2	+4	+4	+9	Overpower +1
15th	+7/+2	+5	+5	+9	DR +1/–, Dynamic sorcery +1
16th	+8/+3	+5	+5	+10	Defensive instinct +1
17th	+8/+3	+5	+5	+10	Dynamic sorcery +1
18th	+9/+4	+6	+6	+11	Overpower +1
19th	+9/+4	+6	+6	+11	Damage reduction +1/–
20th	+10/+5	+6	+6	+12	Defensive instinct +1, Overpower +1

Class Skills: Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Knowledge (all) (Int), Profession (Wis), and Spellcraft (Int).

Dynamic Archetypes and Class Option

Dynamic sorcerers are, by definition, all quite different. Still, some have very specific benefits they lean toward over others in how they practice their talents.

Dynamic Dabbler (Archetype)

Dynamic Dabblers are combatants first and dynamic sorcerers second. While they maintain the versatility of their spellcasting brethren, they often only use it to supplement their ability during combat or to shore up deficiencies they may have in other areas.

Hit Dice and Base Attack: A dynamic dabbler's Hit Die is d10, and her base attack is equal to their dynamic sorcerer level.

Armor Proficiencies: Dynamic dabblers are proficient with light and medium armor. A dynamic dabbler can cast dynamic sorcerer spells while wearing light or medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a dynamic dabbler wearing heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass dynamic dabbler still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Defensive Instinct (Ex): When wearing light or medium armor, a dynamic dabbler only adds half her Intelligence modifier to her AC.

Spells: Dynamic dabblers gain spells per day from the poor spontaneous spell list. They have no caster level until 4th level, at which point their caster level becomes their dynamic sorcerer level –3. This alters the dynamic sorcerer's spells.

William Kwan (Order #45669578)

Dynamic Mage (Archetype)

Dynamic magi are to dynamic sorcerers what the magus is to wizards. While they don't learn as many spells as frequently, dynamic magi remain a threat with their added defensiveness and combat prowess.

Hit Dice and Base Attack: A dynamic mage's Hit Die is d8, and her base attack is equal to 3/4 of her dynamic sorcerer level, as the rogue. This replaces intellectual.

Saving Throws: Dynamic magi have a good Fortitude save progression (2 + half their dynamic sorcerer level).

Armor Proficiencies: Dynamic magi are proficient with light armor. A dynamic mage can cast dynamic sorcerer spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a dynamic mage wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass dynamic mage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Defensive Instinct (Ex): When wearing light armor, a dynamic mage only adds half her Intelligence modifier to her AC.

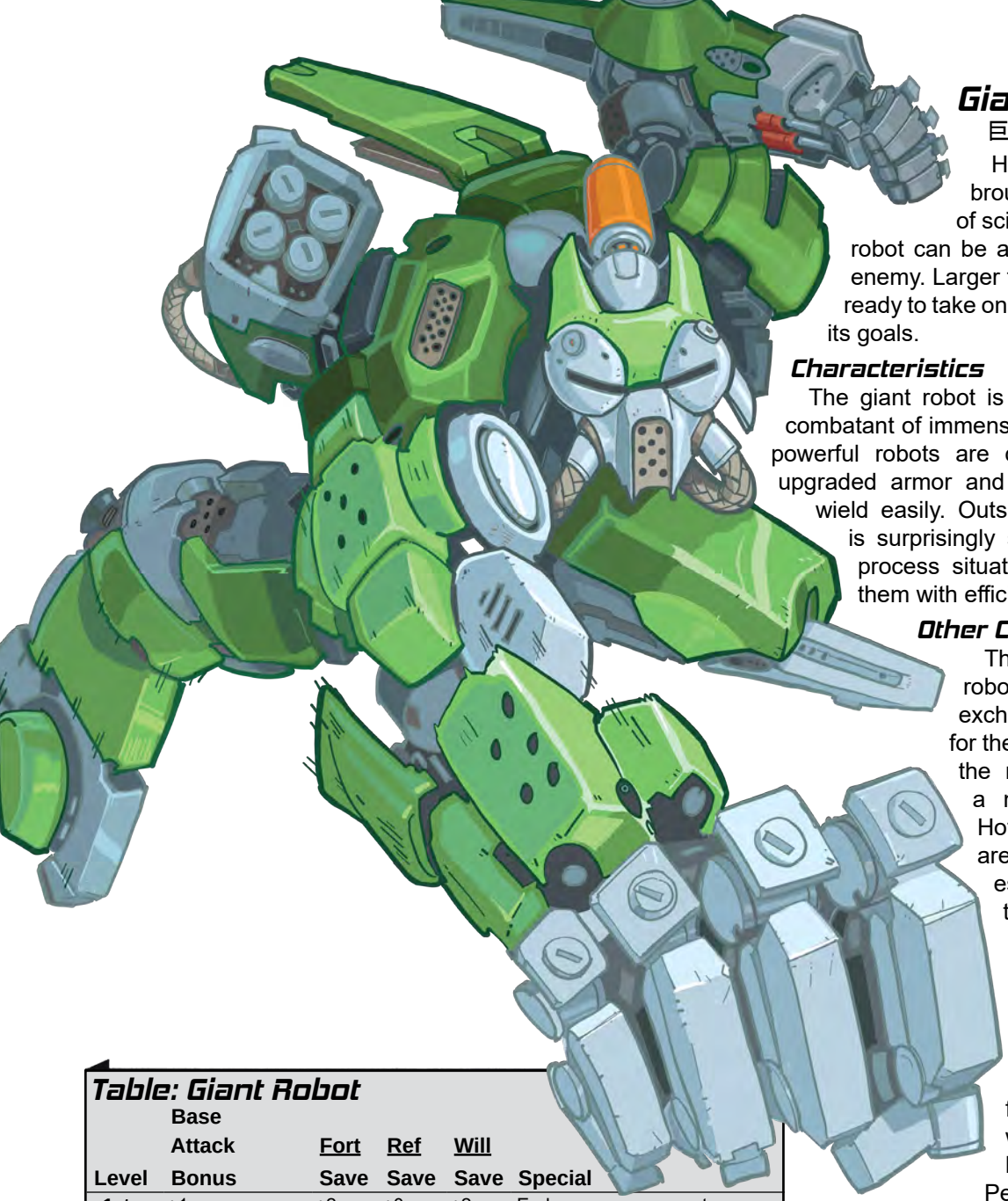
Spells: Dynamic magi gain spells per day from the moderate spontaneous spell list.

Dynamic Practitioner (Intellectual Option)

Dynamic practitioners are not born with an innate gift for dynamic sorcery. Instead, they spend years learning how to access the finer aspects of that power, studying it day and night. This, naturally, draws their time away from more combat-related endeavors, but those who wish to accomplish both can still build their Strength or Dexterity up appropriately.

Intellectual (Ex): A dynamic practitioner uses her Intelligence in place of Charisma when casting dynamic sorcerer spells. She does not add her Intelligence to her attacks or damage. This alters and replaces intellectual.

William Kwan (Order #45669578)



Giant Robot
巨大ロボット

Hailing from a distant planet—or brought to life through the wonders of science and technology—the giant robot can be an amazing ally or a dangerous enemy. Larger than life, it arrives on the scene, ready to take on whatever task it must to achieve its goals.

Characteristics

The giant robot is a heavily armed and armored combatant of immense size. While slow at first, more powerful robots are considerably faster, even with upgraded armor and stockpiles of weapons it can wield easily. Outside of combat, the giant robot is surprisingly smart, able to understand and process situations quickly and often resolve them with efficiency.

Other Classes

The tech genius is often a giant robot's because the two can exchange ideas and plan upgrades for their equipment together. Similarly, the mech pilot appreciates having a mechanical ally sans cockpit. Hot rods and sentai members are fascinated by giant robots, especially those that can transform into vehicles or more powerful versions of themselves. Finally, most gun bunnies can't get enough of the giant robot's cannons and other weaponry.

Dynamic sorcerers and magical heroes will occasionally find an interest in a giant robot with some magical components, but otherwise leave them be. Pet monster trainers study giant robots, wondering how they might capture one for their competitions.

Samurai and their ilk are willing to work with giant robots, but prefer subtler ways of handling their opponents.

Table: Giant Robot

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Endurance, permanent armor (medium), size change +1
2nd	+2	+3	+0	+3	Customization
3rd	+3	+3	+1	+3	Heavy armor proficiency, permanent armor (heavy)
4th	+4	+4	+1	+4	Customization
5th	+5	+4	+1	+4	Heavy armor endurance, weapon training +1
6th	+6/+1	+5	+2	+5	Customization
7th	+7/+2	+5	+2	+5	Armor training +1 (medium), size change +1
8th	+8/+3	+6	+2	+6	Customization
9th	+9/+4	+6	+3	+6	DR +1/–
10th	+10/+5	+7	+3	+7	Customization
11th	+11/+6/+1	+7	+3	+7	Armor training +1 (heavy)
12th	+12/+7/+2	+8	+4	+8	Customization
13th	+13/+8/+3	+8	+4	+8	DR +1/–
14th	+14/+9/+4	+9	+4	+9	Size change +1
15th	+15/+10/+5	+9	+5	+9	Armor training +1
16th	+16/+11/+6/+1	+10	+5	+10	Customization
17th	+17/+12/+7/+2	+10	+5	+10	DR +1/–
18th	+18/+13/+8/+3	+11	+6	+11	Customization
19th	+19/+14/+9/+4	+11	+6	+11	Armor training
20th	+20/+15/+10/+5	+12	+6	+12	Customization, DR +1/–

Giant Robot Favored Class Bonuses

A giant robot isn't representative of a race like other classes. Instead, the race of the giant robot is more akin to a model, so an elf giant robot would have a more lithe frame than that of a dwarf model. The most common model of giant robot is human, and only legend speaks of dhampir or slime-model giant robots.

Catfolk: Add a +1/5 bonus on all Reflex saves.

Human: Gain 1/6 of a new customization.

Ogre: Gain DR 1/3 /magic. At 9th level, DR 1/magic becomes DR 1/3 /– instead.

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Orc: Deal +1/2 damage when making only one attack in a round.

Rabbitfolk: Add a +1/2 bonus on Acrobatics checks and Perception checks.

Ratfolk: Add +1 to the giant robot's base speed. In combat this option has no effect unless the robot has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	65
Skill Ranks: 4 + Int modifier	2 per rank (40)	68
Base Attack: Full	2 + 2 per rank (42)	83
Bonus Attacks: 3	4 per rank (12)	83
Saves: Fortitude, Will	2 per rank (60)	65
Weapon Proficiencies	Martial (12)	100
Firearms	2 points (2)	100
Armor Proficiencies	Medium (5)	99
Armor Training	3 per rank (12)	63
Heavy Armor Proficiency	1 point (1)	99
Shield Proficiencies	Tower Shields (5)	65
Customizations	2 per customization (20)	76
Damage Reduction	2 per rank (8)	63
Endurance	1 point (1)	98
Heavy Armor Endurance	1 point (1)	98
Size Change (Grow)	5 per rank (15)	75
Weapon Training	6 per rank (6)	86
Defects & Restrictions		
Permanent	Armor (–2)	93
Total Attributes	300 points	

Class Skills: Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), and Profession (Wis).

Giant Robot Archetypes

Beast Shaper (Archetype)

Giant robots sometimes learn how to take alternate forms, including that of natural creatures such as animals and magical beasts. The beast shaper is capable of transforming itself into several such beings for long periods of time, which allows it to perform reconnaissance without giving away its true form.

Saving Throws: A beast shaper's Will save progression is poor (1/3 of hits adventurer level).

Weapon and Armor Proficiencies: Beast shapers are proficient with druid weapons and all firearms. They are also proficient with light and medium armor, as well as shields (but not tower shields).

This alters the giant robot's weapon and armor proficiencies.

Shifter Aspects (Su): Beginning at 1st level, a beast shaper can use spend its customizations on animal aspects, as a shifter of its giant robot level. At 10th level, it can spend a customization for chimeric aspect, and at 16th level, it can spend a customization for greater chimeric aspect.

Shifter Claws (Su): At 1st level, a beast shaper gains 2 claw attacks, which improve as a shifter of its giant robot level.

Wild Shape (Su): Beginning at 2nd level, a beast shaper can assume the form of animals with which it is familiar. While in its animal form, the beast shaper can replace that creature's natural armor with its armor bonus, if higher. If it later adds wild as a property to its armor, this bonus is ignored.

This otherwise functions and progresses as the druid's wild shape class feature through 18th level. At 20th level, a beast shaper can use its customization to become able to wild shape at will. This replaces the customization gained at 2nd level.

Combiner (Archetype)

Some giant robots are actually a combination of several smaller robots who work in concert. When the challenge calls for it, however, they can revert to their smaller forms to get jobs done quickly.

Large (Ex): Combiners always begin as Large-size at 1st level. This alters size increase and, if the giant robot's model is usually Small, replaces the customization gained at 2nd level.

Weapons Cache (Ex): A combiner begins play with 4 weapons with which it is proficient, but pays 1-1/2 times the cost to enhance its armor and shields (150 cy for +1, 600 cy for +2, and so on).

Separated Form (Ex): As a full-round action at 1st level, a combiner can break itself into four Small-sized robots, each with their own personalities and appearance.

Each smaller robot is identical to the combiner, except as noted here. This is instead of changes made due to size and other factors.

- 1/4 of the combiner's current hit points, rounded down.
- The robot gains one Small weapon of its choice from the combiner's weapons cache.
- A –2 penalty to all weapon damage.
- The –4 size penalty on Stealth becomes a +4 size bonus instead.
- The smaller robots share their multiple attacks beyond the first. For example, a 6th-level combiner that breaks into its smaller robots gets 4 attacks at its highest bonus plus 1 additional attack made by any of the smaller robots at a –5 penalty.

The combiner can choose for all of its other equipment to either meld into the smaller robots or fall to the ground. It can reform itself as a full-round action if all of its smaller robots are conscious and within 10 feet of each other. When it does, all of the smaller robots' remaining hit points are added together and become the combiner's current hit points.

When the combiner becomes Huge (usually at 7th level), its smaller robots become Medium, gaining Medium weapons and no bonus or penalty to Stealth for their size.

When the combiner becomes Gargantuan (usually at 14th level), its smaller robots become Large, gaining Large weapons with a –4 penalty to weapon damage and a –4 size penalty on Stealth checks.

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Table: Gun Bunny

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Diving shot, gunsmith
2nd	+2	+0	+3	+0	Explosives +1
3rd	+3	+1	+3	+1	Nimble +1
4th	+4	+1	+4	+1	Discovery, portable armory +1
5th	+5	+1	+4	+1	Weapon training +1
6th	+6/+1	+2	+5	+2	Explosives +1, fast explosives
7th	+7/+2	+2	+5	+2	Nimble +1, launcher
8th	+8/+3	+2	+6	+2	Discovery, portable armory +1
9th	+9/+4	+3	+6	+3	Weapon training +1
10th	+10/+5	+3	+7	+3	Explosives +1
11th	+11/+6/+1	+3	+7	+3	Nimble +1
12th	+12/+7/+2	+4	+8	+4	Discovery, portable armory +1
13th	+13/+8/+3	+4	+8	+4	Weapon training +1
14th	+14/+9/+4	+4	+9	+4	Explosives +1
15th	+15/+10/+5	+5	+9	+5	Nimble +1
16th	+16/+11/+6/+1	+5	+10	+5	Discovery, portable armory +1
17th	+17/+12/+7/+2	+5	+10	+5	Weapon training +1
18th	+18/+13/+8/+3	+6	+11	+6	Explosives +1
19th	+19/+14/+9/+4	+6	+11	+6	Nimble +1
20th	+20/+15/+10/+5	+6	+12	+6	Discovery, weapon mastery

Gun Bunny Favored Class Bonuses

Android: The gun bunny reduces the amount of time needed to restore a broken firearm using the Gunsmithing feat by 5 minutes (maximum reduction of 50 minutes).

Aasimar: Add a +1/3 bonus on initiative checks when the gun bunny is not surprised (maximum +2).

Dhampir: Add a +1/4 bonus on attack rolls when making a utility shot or a dead shot. At +1, the gun bunny gains utility shot and 1 grit point per day as a gunslinger of her level. At +2, she gains dead shot and 2 grit points.

Goblin: Gain +1/6 of a bomb discovery as an alchemist of the gun bunny's level.

Human: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Tiefling: Reduce the misfire chance for one type of firearm by 1/4. You cannot reduce the misfire chance of a firearm below 1.

Gun Bunny

ガンバニー

Firearms have come a long way over the years, but their function remains the same. Point. Shoot. The gun bunny is as much a master of this as any gunslinger, but she takes her expertise in a different direction by incorporating powerful explosives such as bombs and grenade launchers into her repertoire. Some gun bunnies even pick up some basic training in the use of melee weapons or hand-to-hand combat in the odd case that their other tools prove ineffective, too dangerous, or too conspicuous.

Characteristics

A gun bunny has a few options when it comes to ranged combat, including her personal favorite, firearms. In addition, she learns early how to create explosives on the fly, and eventually can even launch them from a weapon to get better distance and more coverage in damage.

Other Classes

Other mechanical and technological classes such as the tech genius, hot rod, and mech pilot best understand the gun bunny's near-obsession with explosions and hails of bullets because of her scientific approach and dedication to them. Giant robots share the gun bunny's enthusiasm for those weapons, and sentai members respect it.

Fantasy classes treat gun bunnies the same as they would alchemists or gunslingers. Ninjas will sometimes work with gun bunnies when attempting to breach large-scale buildings like keeps or castles. Samurai have a similar love for their swords, so they treat gun bunnies as kin following a similar bushido code.

Pet monster trainers and sentai members don't see the need to resort to firearms and explosives when you can rely on your allies.

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Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	65
Skill Ranks: 4 + Int modifier	2 per rank (40)	68
Base Attack: Full	2 + 2 per rank (42)	83
Bonus Attacks: 3	4 per rank (12)	83
Saves: Reflex	2 per rank (48)	65
Weapon Proficiencies	Simple (6)	100
Firearms	2 points (2)	100
Armor Proficiencies	Light (3)	99
Diving Shot	2 points (2)	99
Discoveries	1 per discovery (5)	76
Fast Explosives	1 point (1)	77
Launcher	1 point (1)	77
Explosives	3 per explosive (15)	76
Intellectual Student	Damage (10)	67
Gunsmith	3 points (3)	77
Nimble	1 per rank (5)	65
Portable Armory	3 per rank (12)	81
Weapon Training	6 per rank (24)	86
Weapon Mastery	10 points (10)	87
Defects & Restrictions		
Armor Penalty	Diving Shot (–1)	95
Total Attributes	300 points	

Class Skills: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Knowledge (engineering) (Int), Knowledge (local), Perception (Wis), Profession (Wis), and Sleight of Hand (Dex).

Gun Bunny Archetypes

Dhampir Gunlord (Archetype)

Gunlords are dhampirs with a love of black powder, firing pins, and cannon fire, or whatever the era's current level of firearms dictates. They are masters of guns, forgoing the explosives-training that other gun bunnies take for better ability with their firearms.

Grit (Su): A gunlord gains grit, as the gunslinger class feature, except that she uses her Charisma in place of Wisdom when calculating her beginning grit each day.

Gunlord Deeds: At 2nd level, and every even level thereafter, a gunlord gains one gunslinger deed of her choice as a gunslinger of her gun bunny level. This replaces discoveries and explosives.

Blood Bullets (Su): Beginning at 4th level, if a gunlord has no ammunition remaining in her weapon, she can deal 1 damage to herself as a swift action to create and load her weapon with 1 normal bullet or cartridge. At 8th, 12th, 16th, and 20th level, she can take 1 additional damage and create 1 additional bullet or cartridge as part of the same swift action, up to her firearms' capacity. If she wields more than one firearm, the gunlord can choose which of her weapons benefits from this. This damage cannot be prevented or redirected in any way, but it can be healed normally.

Cursed Bullets (Su): Beginning at 6th level, a gunlord can choose witch hexes in place of deeds. Using a hex gained in this way costs 1 grit point.

Goblin Demolitionist (Archetype)

With the highest destruction rate of any race, goblins have found their niche as demolitionists. When something needs to be destroyed in a hurry, international organizations hire goblin demolitionists. When a hostage situation goes south and somebody needs to smoke out the bad guys, they hire goblin demolitionists. And when an abandoned building provides society with little more than a memory of its former glory, they hire goblin demolitionists.

Explosives Launcher (Ex): A goblin demolitionist begins play with a launcher and explosives (rank 1). The demolitionist's explosives rank increases by +1 at 3rd level and every odd level thereafter. This alters explosives and replaces diving shot and gunsmith.

Evasion (Ex): At 5th level, a goblin demolitionist gains evasion, as the monk class feature. When throwing their own explosives, the demolitionist counts as having improved evasion instead. A demolitionist in medium or heavy armor, or carrying a heavy load, loses her evasion and improved evasion. This replaces the weapon training gained at 5th level.

Improved Evasion (Ex): At 13th level, a goblin demolitionist gains improved evasion, as the monk class feature. The demolitionist is also immune to his own explosives. This replaces the weapon training gained at 13th level.

Three-Gun (Archetype)

Three-guns are genetically modified individuals, with greatly enhanced reflexes and talent, able to shoot their firearms so fast, it's like they're wielding three guns.

Hit Dice and Base Attack: A three-gun's Hit Die is d8, and her base attack is equal to 3/4 of her gun bunny level, as the rogue.

Saving Throws: Three-guns' otherworldly modifications give them a good Will save progression (2 + half their dynamic sorcerer level).

Spellslinger: A three-gun gains spells per day, using the moderate spontaneous spell list. Her spellcasting ability modifier is Charisma, and she gains bonus spells per day for having a high Charisma score.

At 1st level, a three-gun learns *fabricate bullets* and *truestrike*.

At 4th level, a three-gun learns *blur* and *haste*, which she can only cast on herself as a 2nd-level three-gun spell.

At 7th level, a three-gun learns *find fault* and *seek thoughts*.

At 10th level, a three-gun learns *named bullet* and *plant shape II* as a 4th-level three-guns spell. She can choose to keep her firearms available for use if her plant form allows it.

At 13th level, a three-gun learns *plant shape II* and *transformation* as 5th-level three-gun spells. She can choose to keep her firearms available for use if her plant form allows it.

At 16th level, a three-gun learns *blade barrier*, which she can only cast centered on herself, and *greater named bullet*.

This replaces explosives and launcher.

Diving Shot (Ex): A three-gun doesn't gain diving shot until 2nd level. This alters diving shot.

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Hot Rod

ドライバ

The hot rod is an arrogant, fast-paced master of vehicles; particularly sports and race cars. His attitude toward the world is backed up by both an exceptional knowledge of cars and racing and a well-paying sponsor. At the end of the day, he rides off into the sunset, living life in the fast lane and making every mile count.

Characteristics

As bonds go, the hot rod's bond to his chosen vehicle is unique in that it is not a living, breathing creature that still grows and changes as he makes modifications to it through customizations. The hot rod's organizational ties help fund his need to build more complexity into his rig, while his general personality gets him and his allies out of tough situations.

Other Classes

Mech pilots and gun bunnies best recognize the strengths of the hot rod, and pet monster trainers collect as many companions as the hot rod collects vehicles, so there's at least some kinship there.

On the other end of the spectrum, samurai can view the hot rod's actions as rash, bordering on dangerous at times. Their love of material wealth and fame likewise puts them at odds with lower-key characters such as magical heroes, ninjas, and students.

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	65
Skill Ranks: 6 + Int modifier	3 per rank (60)	68
Intellectual (smart driver)	20 points (20)	67
Mechanical Genius	1 per rank (4)	78
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Saves: Reflex, Will	2 per rank (60)	65
Bolstered Defenses	4 points (4)	64
Weapon Proficiencies	Simple (6)	98
Armor Proficiencies	Light (3)	99
Bond: Vehicle	6 points (6)	79
Customizations	2 per customization (18)	76
Performer	2 per performance (4)	75
Inspire Competence	1 per rank (5)	72
Inspire Courage	1 per rank (4)	72
Inspire Greatness	1 + 1 per rank (5)	73
Organizational Ties	3 per rank (21)	80
Skilled Driver	2 points (2)	99
Expert Driver	1 point (1)	98
Improved Initiative	2 points (2)	100
Total Attributes	300 points	

Class Skills: Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Hot Rod Favored Class Bonuses

Android: Gain DR +1/– against damage dealt by a sudden stop.

Gnome: Gain +1/3 rank of mechanical genius.

Goblin: Gain +1/6 of a new customization.

Human: Gain a +1 bonus on driving checks made to turn.

Ogre: Add +1 hit point to the hot rod's bonded vehicle. If the hot rod ever replaces his vehicle, the new vehicle gains these bonus hit points.

Orc: Gain a +1/4 bonus on vehicular overrun and vehicular bull rush combat maneuvers.

Rabbitfolk: Gain a +1 bonus on skill checks made to repair the hot rod's vehicle.

Tiefling: Add +1 ft. to the base speed of the hot rod's bonded vehicle. In combat this option has no effect unless the hot rod has selected it five times (or another increment of five). If the hot rod ever replaces his vehicle, the new vehicle gains this benefit.

Hot Rod Archetypes

Derby Racer (Archetype)

Destruction derbies may not be treated as traditional races, but they still require expert knowledge of driving, vehicles, and speed. Derby racers build their vehicles for maximum damage and resiliency.

Hit Dice and Base Attack: A derby racer's Hit Die is d10, and his base attack is equal to his hot rod level. This alters the hot rod's hit dice and base attack.

Skill Ranks per Level: A derby racer gains 2 + Intelligence modifier skill ranks per hot rod level.

Weapon and Armor Proficiencies: Derby racers are proficient with all simple weapons and all firearms, plus rogue weapons. They are proficient with light and medium armor, but not with shields.

Living Car (Archetype)

A living car is a hot rod whose vehicle is actually a living, breathing creature that he grants power through esoteric rituals and abilities. While the vehicle may appear otherwise normal, it has sentience and the ability to adapt to different situations when given time to do so.

Summoner's Bond (Su): A living car's bonded vehicle is treated as a summoner's eidolon, and progresses at the same rate as such a creature. Its limbs are treated as wheels, wings, and/or propellers. It also gains the mount evolution for free at 1st level.

This alters the hot rod's bond and replaces bolstered defenses, customizations, and organizational ties.

Street Racer (Archetype)

Street racers drive for the thrill of the ride. They fund their own modifications and customizations without the aid of a fancy corporation who will only try to tell them what to do. Rebels of the road, they will prove themselves as good as any sponsored racer time and again.

Firearm Proficiency (Ex): At 1st level, a street racer gains proficiency with one firearm of his choice.

William Kwan (Order #5669578)

Table: Hot Rod

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bond, organizational ties +1, smart driver
2nd	+1	+0	+3	+3	Bolstered defenses, skilled driver
3rd	+2	+1	+3	+3	Organizational ties +1
4th	+3	+1	+4	+4	Customization, organizational ties +1
5th	+3	+1	+4	+4	Inspire courage +1, mechanical genius +1, performer +1 (fascinate)
6th	+4	+2	+5	+5	Customization, improved initiative
7th	+5	+2	+5	+5	Organizational ties +1
8th	+6/+1	+2	+6	+6	Customization
9th	+6/+1	+3	+6	+6	Expert driver, inspire greatness +1
10th	+7/+2	+3	+7	+7	Customization, organizational ties +1
11th	+8/+3	+3	+7	+7	Inspire courage +1, mechanical genius +1
12th	+9/+4	+4	+8	+8	Customization, inspire greatness +1
13th	+9/+4	+4	+8	+8	Organizational ties +1
14th	+10/+5	+4	+9	+9	Customization
15th	+11/+6/+1	+5	+9	+9	Inspire greatness +1, performer +1 (inspire heroics)
16th	+12/+7/+2	+5	+10	+10	Customization, organizational ties +1
17th	+12/+7/+2	+5	+10	+10	Inspire courage +1, mechanical genius +1
18th	+13/+8/+3	+6	+11	+11	Customization, inspire greatness +1
19th	+14/+9/+4	+6	+11	+11	Organizational ties +1
20th	+15/+10/+5	+6	+12	+12	Customization, mechanical genius +1

Mechanical Genius (Ex): At 2nd level, and every even level thereafter, a street racer increases his ranks in mechanical genius by +1. This alters mechanical genius and replaces organizational ties.

Favored Terrain (Ex): At 3rd level, a street racer gains a favored terrain of his choice. He gains additional favored terrains at 8th, 13th, and 18th level.

Rough Rider (Ex): At 3rd level, when in his favored terrain, a street racer ignores difficult terrain.

Signature Skills (Ex): Street racers gain Signature Skill as a bonus feat at 5th, 10th, 15th, and 20th level.

Stunt Driver (Archetype)

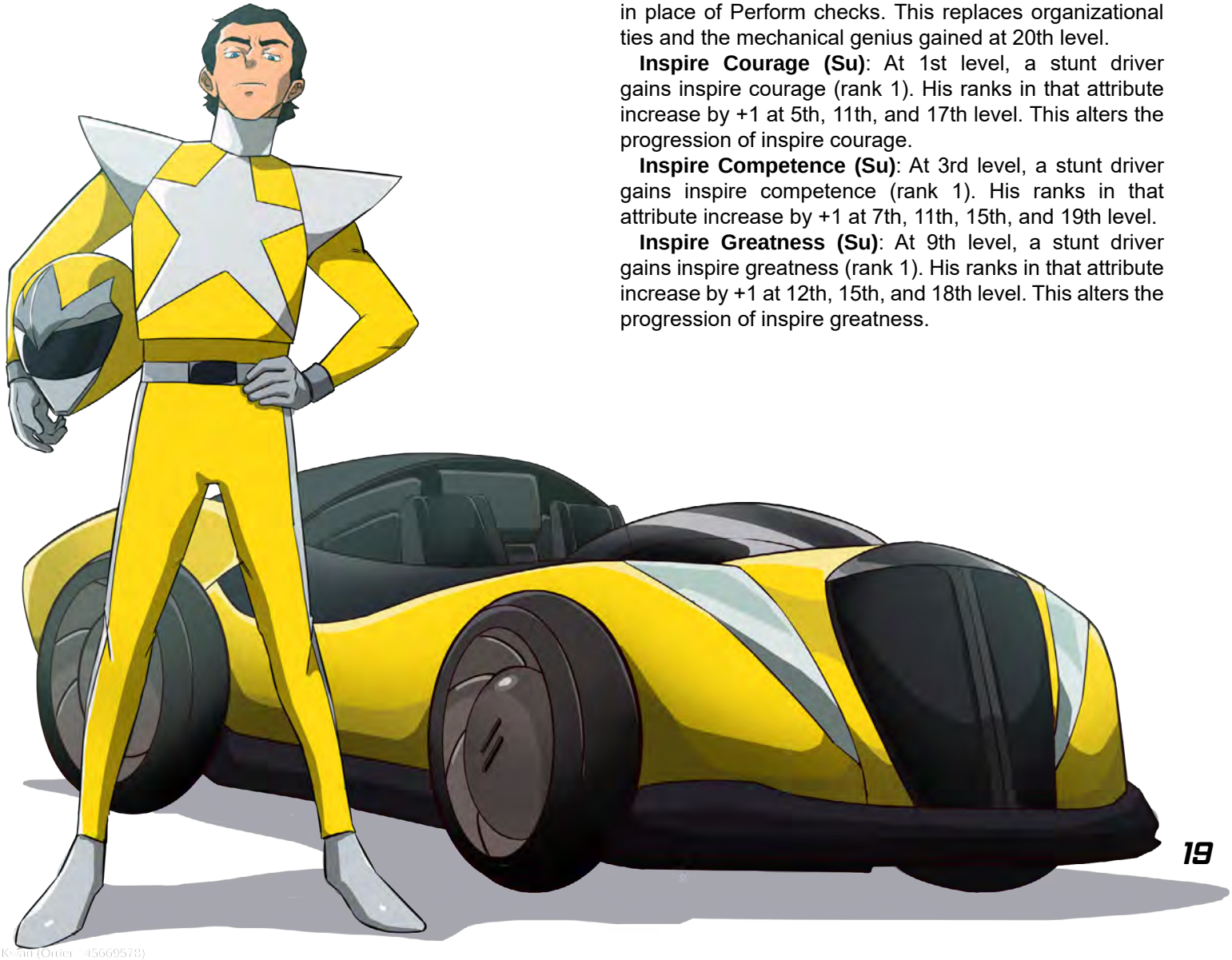
Stunt Drivers aren't looking to break speed records or win drag races. They are hot rods who love to perform out of the ordinary tricks with their vehicles. Impossible jumps, hair-pin turns, and balancing on two wheels are every day occurrences for these drivers.

Performer (Su): A stunt driver gains ranks in performer as a bard of his hot rod level. The stunt driver makes drive checks with his bonded vehicle in place of Perform checks. This replaces organizational ties and the mechanical genius gained at 20th level.

Inspire Courage (Su): At 1st level, a stunt driver gains inspire courage (rank 1). His ranks in that attribute increase by +1 at 5th, 11th, and 17th level. This alters the progression of inspire courage.

Inspire Competence (Su): At 3rd level, a stunt driver gains inspire competence (rank 1). His ranks in that attribute increase by +1 at 7th, 11th, 15th, and 19th level.

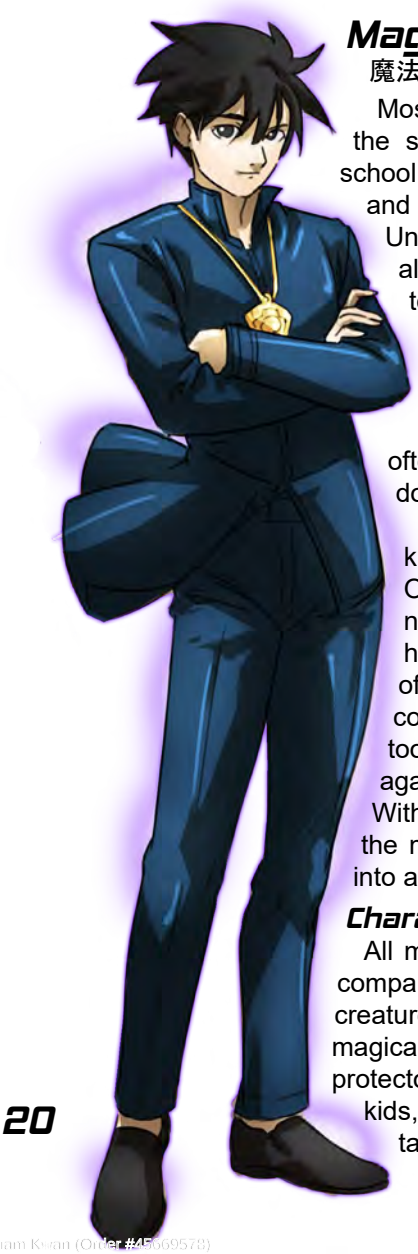
Inspire Greatness (Su): At 9th level, a stunt driver gains inspire greatness (rank 1). His ranks in that attribute increase by +1 at 12th, 15th, and 18th level. This alters the progression of inspire greatness.



William Keith (Order #5669578)

Table: Magical Hero

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Cantrips +1, cohort +3, fantasy spells +1, item of power +1
2nd	+1	+0	+0	+3	Cantrips +1, special movement (jump)
3rd	+2	+1	+1	+3	Cantrips +1, item of power +1
4th	+3	+1	+1	+4	Fantasy spells +1, rejuvenation +1
5th	+3	+1	+1	+4	Spell-like ability +1
6th	+4	+2	+2	+5	Item of power +1
7th	+5	+2	+2	+5	Fantasy spells +1
8th	+6/+1	+2	+2	+6	Spell-like ability +1
9th	+6/+1	+3	+3	+6	Item of power +1
10th	+7/+2	+3	+3	+7	Fantasy spells +1, rejuvenation +1
11th	+8/+3	+3	+3	+7	Fighter training, spell-like ability +1
12th	+9/+4	+4	+4	+8	Item of power +1
13th	+9/+4	+4	+4	+8	Fantasy spells +1
14th	+10/+5	+4	+4	+9	Spell-like ability +1
15th	+11/+6/+1	+5	+5	+9	Item of power +1
16th	+12/+7/+2	+5	+5	+10	Fantasy spells +1, rejuvenation +1
17th	+12/+7/+2	+5	+5	+10	Spell-like ability +1
18th	+13/+8/+3	+6	+6	+11	Item of power +1
19th	+14/+9/+4	+6	+6	+11	Greater spell access
20th	+15/+10/+5	+6	+6	+12	Flight +2, rejuvenation +1



Magical Hero
魔法の英雄

Most children and teens harbor the same goals in life: Survive school, make great friends, and avoid embarrassment. Unfortunately, fate doesn't always agree and decides to place the burden of protecting the universe on some poor soul who feels both unqualified and unprepared, but who very often steps up when it means doing what's right.

These individuals are known as magical heroes. Once a normal person with normal worries, the magical hero is whisked into a life of adventure by a strange companion and a powerful tool meant to be wielded against the forces of darkness. With just a taste of this power, the magical hero is transformed into a hero for the ages.

Characteristics

All magical heroes begin with a companion to mentor them. These creatures guide and advise the magical heroes in their new role as protectors. As might be expected of kids, this can be a challenging task at times.

Depending on the source of their powers, magical heroes display special attacks that vary greatly for each individual, usually linked to the relic or special tool that unlocked their powers in the first place. Battling against enemies from their worst nightmares, magical heroes learn many tricks, eventually being able to fly and tap into even stronger attributes thanks to their artifacts and the watchful eye of their mentors.

Other Classes

Pet monster trainers understand the magical hero's plights as they too have been chosen by fate, and the two get along well. Dynamic sorcerers also make reasonable companions since they usually share the same goals and methods.

Magical heroes admire the strengths of martial artists, ninjas, and samurai who fight without the use of magic or a companion to guide them, but they don't always see eye-to-eye with hot rods, mech pilots, and tech geniuses with an aptitude for mechanical attributes.

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	65
Skill Ranks: 4 + Int modifier	2 per rank (40)	68
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Saves: Will	2 per rank (48)	65
Weapon Proficiencies	Simple (6)	100
Armor Proficiencies	Light (3)	99
Shield Proficiencies	Shields (3)	65
Cohort	2 per rank (6)	79
Item of Power	1 +4 per rank (33)	73
Fantasy Spells	6 per rank (36)	71
Cantrips	1 + 1 per rank (5)	69
Greater Spell Access	12 points (12)	71
Fighter Training	2 points (2)	98
Rejuvenation	1 per rank (4)	65
Special Movement	Jump (2)	83
Flight	6 points (6)	82
Spell-Like Ability	*fly, overland flight* (20)	75
Defects & Restrictions		
Code of Conduct	Alignment (–2)	92
Special Requirement	Focus* (–2)	94
Spell List	Witch (–2)	—
Total Attributes	300 points	

Class Skills: Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

* The character must have his item of power active as a focus to cast spells or use rejuvenation.

William Kwan (Order #4569578)

Magical Hero Favored Class Bonuses

Aasimar: Add +1/4 to the magical hero's caster level when casting spells of the abjuration school.

Android:

Catfolk: Gain a +1/3 bonus on all Reflex saves.

Dhampir: Add +1/4 to the magical hero's caster level when casting spells of the necromancy school.

Dwarf: Gain a +1/3 bonus on all Fortitude saves.

Elf: Add +1/4 to the magical hero's caster level when casting spells of the conjuration school.

Gnome: Gain a +1/2 bonus on Knowledge (arcana) and Spellcraft checks.

Goblin: Add +1/4 to the magical hero's caster level when casting spells of the evocation school.

Human: Gain a +1/3 bonus on concentration checks. This does not stack with Combat Casting.

Ogre: Gain a +1/3 bonus on all Fortitude saves.

Orc: Gain +1/6 of a witch's hex.

Rabbitfolk: Gain a +1/3 bonus on all Reflex saves.

Ratfolk: Gain +1/6 of a rogue talent.

Slime: Add +1/4 to the magical hero's caster level when casting spells of the transmutation school.

Tiefling: Add +1/4 to the magical hero's caster level when casting spells of the enchantment school.

Turtlefolk: Add +1/4 to the magical hero's caster level when casting spells of the divination school.

Magical Hero Archetypes

Anti-Hero (Archetype)

Anti-heroes tread carefully between what is right and what must be done. Their methods are not always the ideal solutions, but they can produce results. Anti-heroes are sometimes evil, but never irredeemable.

Alignment: Any nongood.

Cohort: An anti-hero's cohort is not as prominent, nor as powerful as other magical heroes' cohorts, and the anti-hero often either fires their cohort or changes it for another that they feel is better suited to their goals.

At 1st level, the anti-hero gains cohort (rank 1) for 5 points, allowing him to trade his cohort in the same way a druid changes their animal companion. This alters and replaces the magical hero's cohort.

Rejuvenation (Su): An anti-hero tends to rely on himself more than others. At 2nd level, he gains 1 rank of rejuvenation. This stacks with his normal progression in that attribute.

Magical Champion (Archetype)

Magical Champion are transformed by their items of power into powerful combatants, whose magic is not quite as strong, but for which they make up with dangerous battle tactics. When a dangerous monster bears down on the group, it's the magical warrior who steps forward with a giant weapon to challenge it, face-to-face.

Hit Dice and Base Attack: A magical champion's Hit Die is d10, and his base attack is equal to his magical hero level. This alters the magical hero's hit dice and base attack and replaces the magical hero's spell-like abilities gained at 5th, 8th, 11th, 14th, and 17th level.

Weapon and Armor Proficiencies: Magical champions are proficient with all simple and martial weapons, light and medium armor, and shields (except tower shields). This alters the magical hero's weapon and armor proficiencies.

Spells: A magical champion draws his spells from the poor prepared spell list, with the reduced spells per day defect. This alters the magical hero's spells.

Fighter Training: A magical champion gains Fighter Training as a bonus feat at 2nd level, even if he does not meet the prerequisites.

Weapon Training: At 5th level, a magical champion gains weapon training (rank 1).

Magical Healer (Archetype)

The close friend, who never leaves her allies' sides, is often the magical healer. She is the magical hero who puts more focus on keeping her group healthy and in good spirits and less on broadening her own skills and knowledge.

Skill Ranks per Level: A magical healer gains 2 + Intelligence modifier skill ranks per magical hero level.

Channel Energy: At 1st level, a magical healer gains channel energy, as a cleric of her magical hero level. Her channel energy functions as the cleric feature and progresses at the same rate. The magical healer must have his item of power active as a focus to use channel energy.

Magical Thief (Archetype)

The good-natured magical thief differs from the anti-hero because he often takes only what he must to help those less fortunate or talented than he. Also an expert scout, the magical thief usually has a trick up his sleeve for most situations.

Cohort: A magical thief gains only 2 ranks of cohort for 2 points each at 1st level. This alters the magical hero's cohort.

Signature Skills (Ex): At 5th level, a magical thief chooses Acrobatics, Disable Device, Sleight of Hand, or Stealth and gains Signature Skill as a bonus feat for the selected skill. He gains Signature Skill again at 10th, 15th, and 20th level, choosing from the above list each time.

This replaces fighter training and the rejuvenation gained at 4th, 8th, 14th, and 20th level.

William Kwan (Order #5669578)

Martial Artist

格闘家

Martial artists are experts at hand-to-hand combat without all of the magical and supernatural abilities learned by monks. Far more grounded than their ascetic counterparts, martial artists learn more potent combat techniques and stances focused around their acrobatic nature and combat abilities.

Characteristics

Martial artists emphasize overcoming challenges through rigorous physical training and mastery of non-magical strength. Beyond learning how to eventually overcome any form of damage reduction, their gifts are entirely mundane, if exceptionally honed to peak conditions.

Other Classes

Magical heroes, dynamic sorcerers, and most of the fantasy classes are looked down on by the martial artist for their reliance on power beyond their own training. Samurai, ninjas, and similar groups respect martial artists for their dedication to physical perfection.

Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	65
Skill Ranks: 4 + Int modifier	2 per rank (40)	68
Skill Versatility*	1 per rank (3)	68
Base Attack: Full	2 + 2 per rank (42)	83
Bonus Attacks: 3	4 per rank (12)	83
Flurry	2 per attack (4)	83
Saves: Reflex, Will	2 per rank (60)	65
Weapon Proficiencies	Monk (2)	100
Bonus Feats	Style Feats** (10)	67
Fuse Style	1 point (1)	101
Defensive Instinct	1 + 1 per rank (7)	63
Evasion	1 per rank (2)	64
Finesse Training	2 per rank (8)	100
Martial Arts	1 per rank (6)	84
Debilitating Injury	1 per rank (3)	83
Overpower	1 per rank (5)	85
Shared Space	2 points (2)	86
Uncanny Dodge, Improved	3 points (3)	65
Weapon Training	6 per rank (24)	86
Weapon Mastery	10 points (10)	87
Defects & Restrictions		
Armor Penalty	Monk (–4)	95
Total Attributes	300 points	

Class Skills: Acrobatics (Dex), Bluff (Cha) (Int), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Martial Artist Favored Class Bonuses

Catfolk: Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.

Human: Add +1/3 on critical hit confirmation rolls made with unarmed strikes (maximum bonus of +5). This bonus does not stack with Critical Focus.

Ogre: Add a +1/4 bonus on combat maneuver checks made to grapple or trip.

Rabbitfolk: Add +1/3 to the martial artist's defensive instinct.

Ratfolk: Add a +1/4 bonus on combat maneuver checks made to disarm or trip.

Turtlefolk: Retract gains an additional 1% chance to ignore a critical hit or sneak attack.

Martial Artist Archetypes

Hornet (Archetype)

The hornet is a martial artist who prefers to stay out of melee combat, choosing instead to stay back with a good collection of thrown weapons or a ranged weapon and plenty of ammunition. While by all accounts still a martial artist, the hornet's techniques do rely more on weaponry than other members of the class.

Weapon Proficiency: Hornets are proficient with all simple weapons, plus all martial ranged and thrown weapons. This alters the martial artist's weapon proficiencies.

Defensive Movement (Ex): A hornet only gains the benefit of her defensive instinct as long as she moves at least 10 feet on each of her turns.

Ranged Finesse (Ex): At 1st level, a hornet can choose Precise Shot or Rapid Reload as a bonus feat in place of finesse training. At 3rd level, she treats composite bows as finesse weapons and can choose Crossbow Mastery as a bonus feat in place of finesse training. The hornet does not need to meet the prerequisites for these feats. At 11th level, if she has chosen the options above, the hornet can add her full Dexterity bonus (if any) to the damage she deals with bows or crossbows. This alters finesse training.

Rapid Shot (Ex): At 1st level, a hornet gains Rapid Shot as a bonus feat, even if she does not meet the prerequisites. Beginning at 2nd level, the hornet can use Rapid Shot to attack twice at any time before, during, or after her move, but she takes an additional –2 penalty on each attack to do so (–4 total). At 6th level, the penalty is reduced back to –2, and at 10th level, the penalty goes away entirely if the hornet moves on her turn.

At 11th level, a hornet can make an additional attack (3 total)at her highest base attack bonus when she uses Rapid Shot. This attack can be made when moving or standing still and stacks with additional attacks from *haste* and similar effects.

This ability replaces flurry, martial arts, and the style feats gained at 2nd, 6th, and 10th level.

Evasion (Ex): A hornet does not gain this ability until 9th level, and does not gain improved evasion until 18th level. This alters evasion and improved evasion and replaces the style feat gained at 18th level.

Uncanny Shot (Ex): At 14th level, a hornet can add her martial arts damage to her weapon damage on her first successful attack each round. This is considered precision damage and does not multiply on a critical hit. This replaces the style feat gained at 14th level.

* The character chooses 2 of the following skills and substitutes Acrobatics for them. Climb, Disable Device, Escape Artist, Intimidate, Perform (dance), Sleight of Hand, Stealth, and Swim.

William Kevan (Order #45669578)

Table: Martial Artist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Defensive instinct +1, finesse training +1, flurry +1, martial arts +1
2nd	+2	+0	+3	+3	Evasion, +1, style feat, uncanny dodge +1
3rd	+3	+1	+3	+3	Finesse training +1, overpower +1
4th	+4	+1	+4	+4	Debilitating injury +1, defensive instinct +1, martial arts +1
5th	+5	+1	+4	+4	Skill versatility, weapon training +1
6th	+6/+1	+2	+5	+5	Style feat, uncanny dodge +1
7th	+7/+2	+2	+5	+5	Overpower +1, shared space
8th	+8/+3	+2	+6	+6	Defensive instinct +1, martial arts +1
9th	+9/+4	+3	+6	+6	Evasion +1, weapon training +1
10th	+10/+5	+3	+7	+7	Debilitating injury +1, skill versatility, style feat
11th	+11/+6/+1	+3	+7	+7	Finesse training, flurry +1, overpower +1
12th	+12/+7/+2	+4	+8	+8	Defensive instinct +1, martial arts +1
13th	+13/+8/+3	+4	+8	+8	Weapon training +1
14th	+14/+9/+4	+4	+9	+9	Fuse style, style feat
15th	+15/+10/+5	+5	+9	+9	Overpower +1, skill versatility
16th	+16/+11/+6/+1	+5	+10	+10	Debilitating injury +1, defensive instinct +1, martial arts +1
17th	+17/+12/+7/+2	+5	+10	+10	Weapon training +1
18th	+18/+13/+8/+3	+6	+11	+11	Style feat
19th	+19/+14/+9/+4	+6	+11	+11	Finesse training, overpower +1
20th	+20/+15/+10/+5	+6	+12	+12	Defensive instinct +1, martial arts, weapon mastery (unarmed)

Mixed Martial Artist (Archetype)

In some cities, specially crafted arenas have popped up, advertising dangerous grudge matches between martial artists with special training. These mixed martial artists have trained themselves in several different styles, allowing them to find a potential counter to most techniques.

Style Feats: A mixed martial artist gains style feats at 2nd level and every even level thereafter. This alters the progression of style feats.

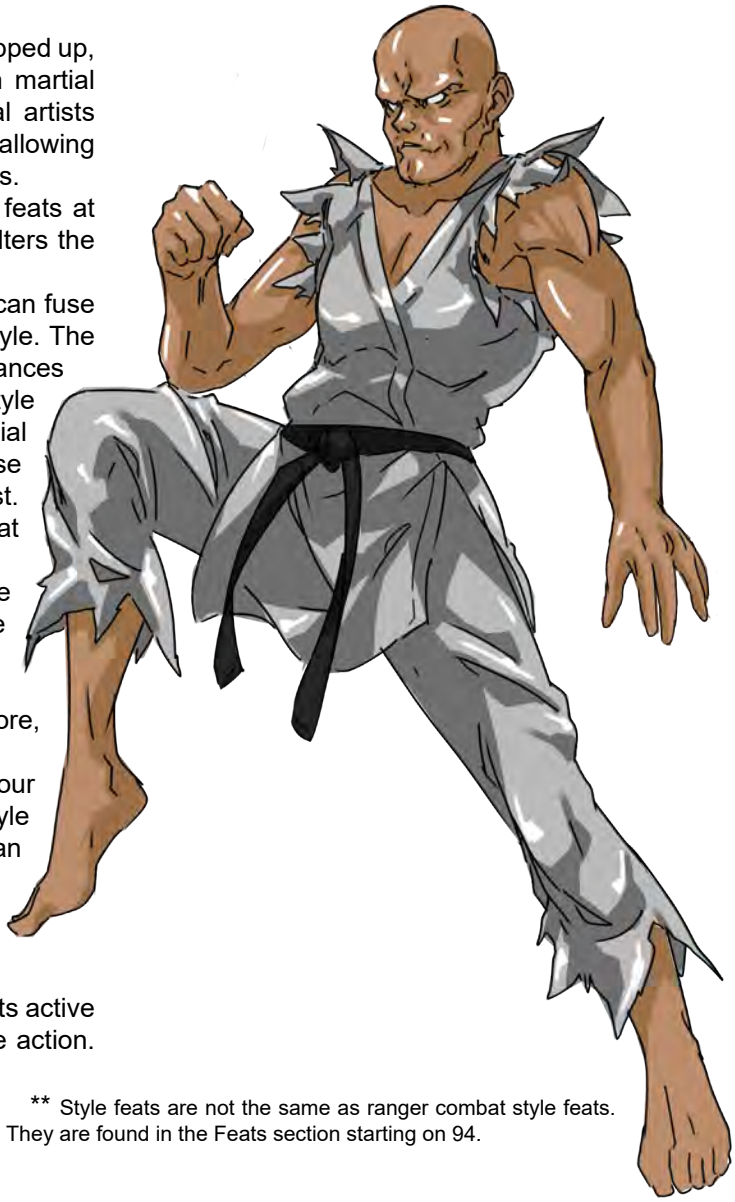
Fuse Style: At 5th level, a mixed martial artist can fuse two of the styles he knows into a more perfect style. The mixed martial artist can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when the mixed martial artist switches to another style feat, he can choose one style whose stance is already active to persist. He may only have two style feat stances active at a time.

At 9th level, the mixed martial artist can fuse three styles at once. He can have the stances of three style feats active at the same time. He gains a bonus on attack rolls equal to the number of styles whose stances he currently has active. Furthermore, he can enter up to three stances as a swift action.

At 14th level, the mixed martial artist can fuse four styles at once. He can have the stances of four style feats active at the same time. Furthermore, he can enter up to four stances as a swift action.

This replaces the weapon training gained at 5th and 9th level.

Perfect Style (Ex): At 20th level, a mixed martial artist can have the stances of five style feats active at once, and can change those stances as a free action. This replaces weapon mastery.



** Style feats are not the same as ranger combat style feats. They are found in the Feats section starting on 94.

William Kwan (Order #45669578)

Mech Pilot

メカパイロット

When the threat of a giant monster is imminent, the mech pilot jumps into action. An expert at large-scale combat, he deftly avoids innocents and does everything he can to keep city-wide damage to a minimum by defeating his foes swiftly and efficiently.

Characteristics

The mech pilot's most noteworthy attribute is, of course, his giant mobile armor, or mech, which is either provided or sponsored by a local government. When not piloting his customized, mechanical warrior, the mech pilot is an evasive fighter skilled in gun-play.

Other Classes

Hot rods, tech geniuses, and mech pilots get along well because of their love of technology. Magical heroes, dynamic sorcerers, and other magic-inclined types are hesitant to rely on something so mundane, while pet monster trainers love to challenge mech pilots with their largest, most powerful monsters.

Table: Mech Pilot

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Bonus feat, mecha +1
2nd	+1	+0	+3	+0	Mecha +1, uncanny dodge
3rd	+2	+1	+3	+1	Organizational ties +1, rejuvenation +1
4th	+3	+1	+4	+1	Mecha +1
5th	+3	+1	+4	+1	Bonus feat, evasion +1
6th	+4	+2	+5	+2	Mecha +1, rejuvenation +1
7th	+5	+2	+5	+2	Improved uncanny dodge, organizational ties +1
8th	+6/+1	+2	+6	+2	Mecha +1
9th	+6/+1	+3	+6	+3	Bonus feat, rejuvenation +1
10th	+7/+2	+3	+7	+3	Mecha +1
11th	+8/+3	+3	+7	+3	Evasion +1, organizational ties +1
12th	+9/+4	+4	+8	+4	Mecha +1, rejuvenation +1
13th	+9/+4	+4	+8	+4	Bonus feat
14th	+10/+5	+4	+9	+4	Mecha +1
15th	+11/+6/+1	+5	+9	+5	Organizational ties +1, rejuvenation +1
16th	+12/+7/+2	+5	+10	+5	Mecha +1
17th	+12/+7/+2	+5	+10	+5	Bonus feat
18th	+13/+8/+3	+6	+11	+6	Mecha +1, rejuvenation +1
19th	+14/+9/+4	+6	+11	+6	Organizational ties +1
20th	+15/+10/+5	+6	+12	+6	Mecha +1

William Kwan (Order #5669578)

Mech Pilot Favored Class Bonuses

Android: Add +1 hit points to the mech pilot's mech.

Gnome: Gain DR +1/3 /magic while using mecha.

Goblin: Deal +1/4 damage against flat-footed enemies while using mecha. This is precision damage and does not multiply on a critical hit.

Human: Gain +1/6 rank of rejuvenation.

Class Features	Point Cost	Pg
Hit Die: d8.	2 per rank (40)	62
Skill Ranks: 4 + Int modifier.	2 per rank (40)	65
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Saves: Reflex	2 per rank (48)	65
Weapon Proficiencies	Simple+Rogue (8)	100
Firearms	2 points (2)	100
Armor Proficiencies	Light (3)	99
Evasion	1 per rank (2)	64
Bonus Feats	Finesse or Gun Training (10)	100
Mecha	8 per rank (88)	77
Organizational Ties	2 per rank (10)	80
Rejuvenation	1 per rank (6)	65
Uncanny Dodge, Improved	3 points (3)	65
Total	300 points	

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Intimidate (Cha), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Swim (Str).

Mech Pilot Archetypes

Corporate Mech Pilot (Archetype)

Everything the corporate mecha pilot could ever need is covered by their organizational ties, and their popularity and fame grows greatly as they continue to win battles against giant monsters and other mech pilots.

Organizational Ties (Ex): A corporate mech pilot gains organizational ties +1 at 1st level, and every odd level thereafter. This replaces the bonus feats gained at 1st, 5th, 9th, 13th, and 17th level.

Customizations: At 3rd level, a mech pilot gains a customization that he can add to his mech. He gains additional customizations at 9th and 15th level. This replaces rejuvenation.

Life-Bonded Pilot (Archetype)

Life-bonded pilots are usually androids, although specially modified mecha have been created to house other races as well. Life-bonding with one's mech allows a greater level of control, but also puts the pilot at greater risk for it.

Life-bonded pilots can also become corporate mech pilots or scrappers. As corporate mech pilots, they ignore the additional organizational ties gained, but still gain the customizations. As scrappers, the life-bonded pilot still gains bonus feats at 3rd, 7th, 11th, 15th, and 19th level.

Fused Link (Su): Starting at 1st level, the life-bonded pilot forms a close bond with his mech. Whenever the hit points from his mech would be reduced to 0, the pilot can, as a free action, sacrifice any number of his own hit points. Each hit point sacrificed this way prevents 1 point of damage done to the mech (thus preventing the loss of the mech's hit points), preventing the mech from being destroyed and rendered nonfunctional.

This ability replaces the bonus feat gained at 1st level.

Shielded Meld (Ex): At 4th level, whenever the life-bonded pilot is fused with his mech, he gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws.

This ability replaces rejuvenation and the bonus feat gained at 5th level.

Dimension Drive (Sp): At 6th level, whenever the life-bonded pilot is fused with his mech, the life-bonded pilot can cast *dimension door* as a spell-like ability using his caster level. This ability only affects the fused life-bonded pilot and mech. The life-bonded pilot can use this ability once per day at 6th level, plus one additional time per day for every six levels beyond 6th.

This replaces the bonus feats at 9th and 13th level.

Greater Shielded Meld (Ex): At 12th level, whenever the life-bonded pilot is fused with his mech, he gains a +4 shield bonus to his Armor Class and a +4 circumstance bonus on his saving throws.

This ability replaces the bonus feat gained at 17th level.

Scrapper (Archetype)

Scrappers have to survive on their own, with no help from the large corporations that fund other mech pilots. They learn how to make due with what they have and become better fighters for it.

Bonus Feats (Ex): Scrappers gain mech pilot bonus feats at 1st level, and every odd level thereafter. This replaces the organizational ties gained at 3rd, 7th, 11th, 15th, and 19th level.

Giant Mobile Armor Archetypes

These archetypes specifically modify the mech pilot's mecha, which normally functions as a construct barbarian.

Bio-Mech (Mecha Archetype)

Bio-mecha are grown, not constructed. Their unique creation process is well-guarded by those who create them, but their natural reactions and intuitive abilities translate well to their pilots.

Plant Matter (Ex): A bio-mech is a plant creature with no Intelligence or Charisma scores. It gains plant traits. The mech gains its own Perception checks and conveys its senses to its pilot through an empathic bond.

This spends 12 of the mech's starting points at rank 1.

Natural Armor (Ex): At 1st level, a bio-mech has a +3 natural armor bonus. This replaces the mech's light and medium armor proficiency (it can buy these again for 5 points).

Natural Attacks (Ex): At 1st level, a bio-mech has 2 natural slam attacks. These are primary attacks with a reach 5 feet greater than a creature of the mech's size could make (a Huge bio-mech's slams would have 20-ft. reach). They deal 1d8 bludgeoning damage (if Huge) with a critical multiplier of x3. If the mech makes only 1 slam attack on its turn, it adds twice its Strength modifier to the damage.

This replaces the mech's weapon proficiencies, although the pilot can still use his proficiencies normally.

William Kwan (Order #45669578)

Ninja, Kunoichi

くノ一

Ninjas who have not yet graduated to jonin are referred to as kunoichi instead. What they lack in experience, kunoichi make up for in willingness to excel against any challenge. As they grow into their role, they become experts in several combat and non-combat tactics, including the ability to sneak without being caught, poison a blade without endangering themselves, and eventually strike with as much finesse as a soldier does power.

Characteristics

A ninja is not accepted as a kunoichi until she understands her basic weapons and combat tactics, including sneak attack. Once she has learned how to channel ki and picked up a few tricks along the way, she becomes ready to take her chunin exam, then jonin, and finally kage. The kunoichi need not cease her training to take these tests; rather, she submits that she is ready and her mentors find time and opportunity to test her while she adventures. Many kunoichi do not even realize they were being tested until they receive their formal declaration of success or failure.

Other Classes

Because they are also still learning, kunoichi get along best with students and magical heroes, and samurai have been known to accept them, even if they often do not trust ninjas. Tech geniuses and hot rods can admire the kunoichi's persistence, and martial artists love to train with them. Giant robots don't understand the ninja's reliance on poison, and sentai members see them as too self-involved.

Of the fantasy classes, rangers, rogues, monks, and surprisingly sorcerers keep the best company with kunoichi. Druids and paladins see them as no more than rogues of a different nature, while barbarians find no honor in the use of poison over physical dominance.

Class Features	Point Cost	Pg
Hit Die: d8.	2 per rank (40)	62
Skill Ranks: 6 + Int modifier.	3 per rank (60)	65
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Saves: Reflex	2 per rank (48)	65
Weapon Proficiencies	Simple+Rogue (8)	100
Armor Proficiencies	Light (3)	99
Ki Pool	2 points (2)	73
Light Steps	2 points (2)	98
Ninja Tricks*	2 per talent (20)	67
Master Tricks	1 point (1)	67
Ninja School	2 + 3 per rank (23)	28
Exams	4 per rank (16)	28
Kage Exam	2 points (2)	28
No Trace	2 per rank (12)	68
Sneak Attack	2 per rank (20)	86
Uncanny Dodge, Improved	3 points (3)	65
Total	300 points	

* Ninja Tricks are introduced in the *Pathfinder Roleplaying Game Ultimate Combat*. Alternately, any rogue talent can be a ninja trick.

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Kunoichi Favored Class Bonuses

Dhampir: Add a +1/2 bonus on Stealth checks and Perception checks made in dim light or darkness.

Goblin: Add a +1 bonus on the rogue's sneak attack damage rolls during the surprise round or before the target has acted in combat.

Human: Gain 1/6 of a new ninja trick.

Tiefling: Add +1/2 to sneak attack damage dealt to creatures with the outsider type.

Kunoichi Schools

The following schools are available to all kunoichi. When you pass the genin exam, you can either advance your current school or choose a new school and gains its initial benefits. When you pass the chunin and jonin exams, you can either advance one of your current schools by 1 step or again choose a different school and gain its initial benefits. When you pass the kage exam, you can advance up to 4 schools by 1 step each, gaining the initial benefits of any new schools you may choose in the process.

The competence bonuses gained by each school stack with each other, but only to a maximum of +6. Any spells or special abilities gained from a school treat your kunoichi level as your caster level.

Iga

As a member of the Iga, you learn how to manipulate seemingly magical power with a combination of fire and precise movement that you use to make it look as if you are teleporting around the field of battle.

When you join this school, increase your movement speed by +5 feet when in light or no armor and not carrying a heavy load. This speed bonus increases by +5 feet at 3rd, 9th, and 15th level. In addition, you gain a +1 competence bonus on Will saves. This bonus increases to +2 at 6th level, +4 at 12th level, and +6 at 18th level.

Rank Advancement: You gain the following abilities if you advance with the Iga instead of choosing another school.

- As a genin, when holding a lit torch or other source of fire, you can spend 1 ki point to cast *burning hands*. When you move, you can make a Bluff check to feint an enemy as a free action when moving past it (but not through its space).
- As a chunin, you gain the monk's abundant step ability and can spend 3 ki points to cast *fireball* by throwing a lit torch or other source of fire. The source is destroyed after.
- As a jonin, you can spend 5 ki points to cast *delayed blast fireball* by throwing a lit torch or other source of fire. The source is destroyed after.
- As a kage, you gain the monk's empty body ability.

William Kwan (Order #5669578)

Kouga

As a member of the Kouga, you are practiced in the proper application of medicine, which also makes you a responsible poisoner.

When you join this school, you add Heal to your list of class skills and become trained in the use of poison. You cannot accidentally poison yourself when applying poison to a weapon. At 3rd, 9th, and 15th level, poisons applied to your weapons last for 1 additional attack before they are consumed. In addition, you gain a +1 competence bonus on Fortitude saves. This bonus increases to +2 at 6th level, +4 at 12th level, and +6 at 18th level.

Rank Advancement: You gain the following abilities if you advance with the Kouga instead of choosing another school.

- As a genin, you gain the monk's wholeness of body ability and can apply poisons to your weapons as a swift action.
- As a chunin, you can use your wholeness of body on a creature you touch as a standard action. You can also spend 2 ki points to cast *accelerate poison*.
- As a jonin, you can choose up to 2 mercies from the paladin class feature of the same name. You can apply one of these mercies each time you use wholeness of body. In addition, you can spend 2 ki points to cast *pernicious poison*.
- As a kage, you can spend 6 ki points to heal 10d6 points of damage with wholeness of body instead.

Rappa

As a member of the Rappa, you make others believe you are no more than a common bandit or thief. In truth, you are a highly educated individual who can make precision strikes as easily as informed decisions.

When you join this school, you gain Weapon Finesse as a bonus feat. At 3rd level, you gain a +2 competence bonus on initiative checks. This bonus increases to +4 at 9th level, and +6 at 15th level.

At 6th level, choose Acrobatics, Climb, Intimidate, Perception, or Stealth. You gain the skill unlock powers for that skill as appropriate for your number of ranks in that skill. If you are also a member of Iga, add Bluff to this list.

If you are also a member of Kouga, add Heal to this list. If you are also a member of Sanka, add Survival to this list. If you are also a member of Suppa, add Disguise to this list.

At 12th and 18th level, you choose an additional skill from your list and gain skill unlock powers for that skill as well.

Rank Advancement: You gain the following abilities if you advance with the Rappa instead of choosing another school.

Table: Ninja, Kunoichi

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Ninja school, sneak attack +1d6
2nd	+1	+0	+3	+0	Ki pool, ninja trick
3rd	+2	+1	+3	+1	No trace +1, school feature, sneak attack +2d6
4th	+3	+1	+4	+1	Genin rank exam, ninja trick, uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Ninja trick, no trace +2, school feature
7th	+5	+2	+5	+2	Light steps, sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, ninja trick
9th	+6/+1	+3	+6	+3	No trace +3, school feature, sneak attack +5d6
10th	+7/+2	+3	+7	+3	Chunin rank exam, master Tricks, ninja trick
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Ninja trick, no trace +4, school feature
13th	+9/+4	+4	+8	+4	Sneak attack +7d6
14th	+10/+5	+4	+9	+4	Ninja trick
15th	+11/+6/+1	+5	+9	+5	No trace +5, school feature, sneak attack +8d6
16th	+12/+7/+2	+5	+10	+5	Jonin rank exam, ninja trick
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Ninja trick, no trace +6, school feature
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+6	Ninja trick, kage rank exam

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Social Talents

Any Guise (Su): You can use everyman to disguise yourself as any specific person, even a king or high priest. Furthermore, if the actual individual wouldn't normally be able to be found via magic (such as by being dead or protected from divinations designed to locate the individual), such divinations always find you instead.

Everyman (Su): You can take on the appearance of a specific individual whenever you assume a mundane guise. The individual must be a farmer, laborer, or peasant. While disguised as this individual, you receive a +20 circumstance bonus on Disguise checks to appear as that individual. Any spell or ability designed to locate the individual has a 50% chance of finding you instead of the actual individual, and divination spells and abilities used on you give results as if you are the actual individual. Although this doesn't grant you any special knowledge of the individual, you gain a +10 circumstance bonus on Bluff checks to properly play the part of the individual.

Many Guises (Ex): You can take on any number of mundane guises. Whenever you change your identity, you have a third option (instead of social or kunoichi): you can become mundane. The mundane identity is not a specific individual. Each one is created at the moment it is assumed, and quickly forgotten as soon as it is removed. While in a mundane identity, you does not gain the benefit of either your social or kunoichi identity, but instead appears as a member of your race, usually a common laborer, farmer, or peasant of any gender. Your alignment is treated as neutral when you is in your mundane identity. While in this identity, you receives a +20 circumstance bonus on Disguise checks to appear like an ordinary member of your race. Spells and abilities that are looking for you in either of your other identities fail while in your mundane identity. You must build the appearance for this identity using whatever clothing and tools you have at your disposal. While you can use magic (such as a hat of disguise), your mundane identity can never be anything other than an ordinary member of a society or large group (subject to GM discretion).

Mockingbird (Ex): You can mimic almost any sort of voice, or even animal calls and sound effects, and you can throw your voice at a distance. This functions similarly to a combination of the *ghost sound, ventriloquism*, and *vocal alteration* spells.

Morphic Mask (Su): Your physical form in your social identity can differ significantly from that of your kunoichi identity, within the norms for your race—this can include changes to your proportions, coloration, gender, and other physical characteristics. This increases your bonus on Disguise checks by 2 for every significant change, as per the Disguise skill. You always assumes the same form when using this ability. If you are a race with multiple natural forms, such as a kitsune or xendauni, you can alter each of your forms using this talent.

Quick Change (Ex): You learns to shift between your identities with ease. Instead of needing 1 minute to change your identity, you can now do so in 2 rounds.

Social Grace: You selects any one Intelligence-, Wisdom-, or Charisma-based skill other than Perception or Use Magic Device. Whenever you are in your social identity, you receive a circumstance bonus on checks with the selected skill. At 5th level and every 4 levels thereafter, you can select another skill (with the same restrictions) to gain this bonus.

- As a genin, you gain the unchained rogue's finesse training feature, allowing you to add your Dexterity modifier to damage when using Weapon Finesse.
- As a chunin, you gain Skill Focus with one of the skills on your list above and finesse training with a second weapon.
- As a jonin, you gain finesse training with a third weapon and Improved Critical as a bonus feat with one of your finesse weapons.
- As a kage, you gain the unchained rogue's master strike ability.

Sanka

As a member of the Sanka, you work outside of the cities where other ninja dwell, preferring the cover of a canopy overhead, or the feeling of unworked ground beneath your feet.

When you join this school, you add half your kunoichi level to Survival checks made to follow tracks. At 3rd level, you gain darkvision out to 30 feet or increase your darkvision by 30 feet. At 9th level, you gain swift tracker. At 15th level, you can spend 1 ki point as a move action to see through magical darkness effects for up to 10 minutes as if you were using *true seeing*. In addition, you gain a +1 competence bonus on Fortitude saves. This bonus increases to +2 at 6th level, +4 at 12th level, and +6 at 18th level.

Rank Advancement: You gain the following abilities if you advance with the Sanka instead of choosing another school.

- As a genin, you gain evasion and a favored terrain of your choice, as the ranger ability of the same name.
- As a chunin, you gain camouflage, and an additional favored terrain.
- As a jonin, you gain improved evasion and an additional favored terrain.
- As a kage, you gain hide in plain sight and an additional favored terrain.

Suppa

As a member of the Suppa, you can easily pass yourself off as others, making it a challenge to determine who or what you really are.

When you join this school, you gain a social identity, as the vigilante class feature, and a +5 circumstance bonus to appear as your current identity, instead of the other. This bonus increases to +10 at 3rd level, +15 at 9th level, and +20 at 15th level. In addition, you gain a +1 competence bonus on Will saves. This bonus increases to +2 at 6th level, +4 at 12th level, and +6 at 18th level.

Rank Advancement: You gain the following abilities if you advance with the Suppa instead of choosing another school.

- As a genin, you gain the morphic mask social talent. You also gain the social grace social talent, but the bonus to skills from that talent is only +2.
- As a chunin, you gain the many guises and mocking bird social talents.

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- As a jonin, you gain the quick change social talent, and the bonus to skills from social grace becomes +4.
- As a kage, you gain the everyman and any guise social talents.

Kunoichi Archetypes

Serpent-Fire Adept (Archetype)

Kunoichi who study chakra, its use and manipulation, are known as serpent-fire adepts. Like monks who practice these techniques, kunoichi must be able to gain a ki pool and use ki in order to learn how to unlock their chakra.

Class Skills: Serpent-fire adepts add Fly, Heal, Knowledge (arcana), and Survival to their list of class skills, and remove Climb, Intimidate, Knowledge (nobility), and swim. If joining a school would add a class skill she already possesses, she may regain one of the skills above instead. This alters the kunoichi's class skills.

Chakra Training: A serpent-fire adept gains Chakra Initiate and Psychic Sensitivity as bonus feats. She need not meet these feats' prerequisites, and can use her serpent-fire ki from Chakra Initiate to open and maintain her root chakra, despite not being 2nd level.

Ninja School: A serpent-fire adept does not gain the initial benefits of her first ninja school until after she has completed her genin exam. This alters ninja school.

Chakra Expertise (Ex): At 2nd level, the serpent-fire adept gains a bonus equal to 1/2 her kunoichi level on Fortitude and Will saves attempted to maintain awakened chakras. At 8th level, when she has opened one or more chakras, she can maintain those chakras (without opening any new chakras) for 1 round without taking a swift action, expending ki, or attempting Fortitude or Will saves to maintain the chakras.

This increases to 2 rounds at 16th level. After maintaining her chakras with chakra expertise, the kunoichi must open a new chakra or maintain her open chakras normally before she can use chakra expertise again.

This ability replaces the ninja trick gained at 2nd level.

Light Spirit (Su): At 4th level when the serpent-fire adept has her sacral chakra open and chooses to benefit from its power, her fly speed is equal to either her base land speed or her bonus to her base speed from the Iga school fast movement class ability (whichever is higher). She maintains this fly speed for a number of rounds equal to her Charisma bonus (minimum 1 round), even if she closes her chakras.

This ability replaces the ninja trick gained at 4th level.

Chakra Adept (Ex): At 6th level, the serpent-fire adept gains Chakra Adept as a bonus feat. She need not meet the feat's prerequisites. When the serpent-fire adept has used all her rounds of chakra expertise to maintain open chakras, if she does not spend additional ki to maintain her open chakras on the next round, her highest chakra closes and she can spend a swift action to use any one of the abilities of her remaining open chakras. On the round after that, all her chakras close, and if she wishes to reopen them, she must start again with her root chakra.

This ability replaces the ninja trick gained at 6th level.

Linked Chakras (Ex): At 8th level, the serpent-fire adept can open multiple chakras at once as a standard action. The round that she does this, she is required to make saving throws only to resist being overwhelmed by the highest chakra she opens, though the save DCs are increased by 5. She can do this once per day, plus one additional time per day each at 12th and 17th level.

This ability replaces the ninja trick gained at 8th level.

Chakra Mastery (Ex): At 10th level, the serpent-fire adept gains Chakra Master as a bonus feat. She need not meet the feat's prerequisites. When maintaining her open chakras with chakra expertise, she can spend 1 point of ki to gain the benefits of two chakras rather than one in that round (or three chakras, if she has opened her crown chakra). At 14th level, the serpent-fire adept's pool of serpent-fire ki increases to 7 points, and at 18th level, it increases to 9 points.

This ability replaces the ninja tricks gained at 10th, 14th, and 18th level.

Sunobi (Archetype)

The sunobi, or sand ninjas, are an elite group of kunoichi trained in the deserts of their world, learning how to manipulate sand to gain special abilities not available to those who learn from more traditional schools.

Desert Training (Ex): At 1st level, a sunobi gains Endurance as a bonus feat and a +2 competence bonus on Fortitude saves that stacks with the bonus granted by other schools, up to +6.

At 3rd level, the sunobi treats concealment caused by smoke, sand, or similar effects as partial concealment. At 9th level, he ignores it entirely.

At 6th level, the sunobi can spend 1 ki point as a standard action to gain a *shield* effect. At 12th level, he can spend 2 ki points instead as part of the same action to add a +2 enhancement bonus to his *shield* effect. This enhancement bonus becomes +3 at 15th level, and +4 at 20th level.

At 18th level, a sunobi can cast *greater shadow conjuration* and *greater shadow evocation* as spell-like abilities, spending 1 ki point per spell-level of the spells mimicked by either. The effects created use 1 lb. of sand per spell level as a material component that the sunobi carries with him. When the effect ends, the sunobi can use a full-round action to recover the sand used.

Desert training replaces the ninja school gained at 1st level, and the ninja tricks gained at 6th, 18th level, and 20th level.

Rank Advancement: A sunobi who pushes his desert training further gains the following benefits.

- As a genin, you can use a standard action to create a masterwork weapon with which you are proficient out of sand weighing as much as the weapon would. The weapon lasts until you release it or for up to 1 hour per kunoichi level before it must be reformed.
- As a chunin, your weapon becomes a bonded weapon, as the paladin class feature. Your effective paladin level is equal to half your kunoichi level.
- As a jonin, you can spend 1 ki point per spell level to cast any transmutation spell you have either seen cast previously or spent at least 1 week per spell level researching beforehand.
- As a kage, your effective paladin level is equal to your full kunoichi level.

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Table: Pet Monster Trainer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Dynamic sorcery (any) +1, life link +1, monster lore, pet monster +1
2nd	+1	+0	+0	+3	Defensive instinct +1, maker's call +1, toughness
3rd	+1	+1	+1	+3	Pet monster +1, pet monster sorcery +1, run with me
4th	+2	+1	+1	+4	Dynamic sorcery (any) +1, Defensive instinct +1, shield ally
5th	+2	+1	+1	+4	Pet monster +1, pet monster sorcery +1
6th	+3	+2	+2	+5	Bond senses, maker's call +1
7th	+3	+2	+2	+5	Dynamic sorcery (any) +1, pet monster +1
8th	+4	+2	+2	+6	Defensive instinct +1, transposition
9th	+4	+3	+3	+6	Pet monster +1, pet monster sorcery +1
10th	+5	+3	+3	+7	Dynamic sorcery (any) +1, maker's call +1
11th	+5	+3	+3	+7	Pet monster +1, pet monster sorcery +1
12th	+6/+1	+4	+4	+8	Defensive instinct +1, greater shield ally
13th	+6/+1	+4	+4	+8	Dynamic sorcery (any) +1, pet monster +1
14th	+7/+2	+4	+4	+9	Maker's call +1
15th	+7/+2	+5	+5	+9	Pet monster +1, pet monster sorcery +1
16th	+8/+3	+5	+5	+10	Defensive instinct +1, dynamic sorcery (any) +1, life link +1
17th	+8/+3	+5	+5	+10	Pet monster +1, pet monster sorcery +1
18th	+9/+4	+6	+6	+11	Maker's call +1
19th	+9/+4	+6	+6	+11	Dynamic sorcery (any) +1, pet monster +1
20th	+10/+5	+6	+6	+12	Defensive instinct +1

Pet Monster Trainer

発作モンスター

Why engage directly in combat when there are pet monsters to be found, raised, and ordered around? The pet monster trainer travels their region, always searching for the next strongest companion or collecting as many cute monsters as they can on their journey.

Characteristics

With a faithful companion by their side, the pet monster trainer steps into the larger world. While their monster by itself can be a potent ally, the magic it gains access to as a bonded companion makes it a formidable opponent against other pet monsters and enemies alike.

Other Classes

Pet monster trainers have little time for those who can't appreciate their talents and goals. Druids and pilots get along with them best. Hot rods and mech pilots share the pet monster trainer's passion in their own way.

Pet Monster Trainer Favored Class Bonuses

Aasimar: Add DR 1/evil to the trainer's pet monster. Each additional time the trainer selects this benefit, the DR/evil increases by +1/2 (maximum DR 10/evil).

Dwarf: Add a +1/4 natural armor bonus to the AC of the trainer's pet monster.

Elf: Add +1/4 to the trainer's shield ally bonus (maximum +2).

Gnome: Add +1 hit point to the trainer's pet monster.

Human: Add +1 hit point or +1 skill rank to the trainer's pet monster.

Orc: Add +1/2 on Intimidate checks and Knowledge checks to identify creatures.

Tiefling: Add DR 1/evil to the trainer's pet monster. Each additional time the trainer selects this benefit, the DR/evil increases by +1/2 (maximum DR 10/evil).

Class Features	Point Cost	Pg
Hit Die: d6.	1 per rank (20)	62
Skill Ranks: 4 + Int modifier.	2 per rank (40)	65
Base Attack: Poor	2 + 2 per rank (22)	83
Bonus Attacks: 1	4 per rank (4)	83
Saves: Will	2 per rank (48)	65
Weapon Proficiencies	Wizard (1)	100
Defensive Instinct	1 + 1 per rank (7)	63
Pet Monster Sorcery	5 per rank (45)	70
Dynamic Sorcery (any)*	10 per rank (30)	69
Monster Lore	1 point (1)	68
Pet Monster	6 per rank (60)	81
Bond Senses	2 points (2)	66
Life Link	3 per rank (6)	66
Maker's Call	1 + 1 per rank (6)	66
Run with Me*	2 points (2)	36
Shield Ally	3 per rank (6)	66
Transposition	2 points (2)	66
Toughness	2 points (2)	99
Defects & Restrictions		
Restriction	Required Materials (–2)	70
Special Requirement	Focus* (–2)	94
Total Attributes	300 points	

Class Skills: Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Handle Animal (Wis), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

* A pet monster trainer must have an active monster in order to cast dynamic sorcery spells, and uses that monster as the point of origin for those spells (the trainer must still be aware of and able to see all targets, and still draws attacks of opportunity with his own movements).

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Pet Monster Trainer Archetype

Cluster Trainer (Archetype)

A group of monsters is sometimes referred to as a cluster, and a cluster trainer is a pet monster trainer who learns how to control larger groups of monsters than others. With a small army of pet monsters under his control, the cluster trainer can swarm enemies, taking them down with successive small attacks.

Dynamic Sorcery: Cluster trainers gain pet monster sorcery +1 at 1st level, and every 3 levels thereafter, to a maximum of (rank 6) at 16th level. This improves to dynamic sorcery (any) at 4th, 7th, 10th, and 13th level, to a maximum of (rank 4). The trainer still casts his spells using his pet monsters as the point of origin.

This alters the progression of dynamic sorcery.

Summon Cluster (Su): At 1st level, a cluster trainer gains pet monster (rank 2) that he uses to summon 2 pet monsters at a time. Each rank of pet monster gained thereafter must be used to summon an additional pet monster, up to the trainer's maximum of 4 monsters.

At 7th level, when the cluster trainer gains pet monster (rank 5), he gains the ability to summon a 5th pet monster. This pet monster begins with 30 points, plus 5 points per rank beyond 5th.

At 17th level, when the cluster trainer gains pet monster (rank 10), he gains the ability to summon a 6th pet monster. This pet monster begins with 55 points, plus 5 points per rank beyond 10th.

This alters the trainer's pet monster progression and replaces the defensive instinct gained at 2nd level.

Sample Pet Monsters

The pet monsters presented here are suggestions for how to spend the points gained with each rank of pet monster gained. Each offers a total of 20 points per rank, but for multiple pet monsters, be aware that points will not be distributed in the same way.

Skilled Monster

A skilled monster is a 1st-level adventurer with Str 12, Dex 14, Con 11, Int 15, Wis 10, Cha 9. It spends its available points either to gain an additional level of adventurer, or divided between ranks of feat and skill attributes.

Strong Monster

A strong monster is a 1st-level adventurer with Str 17, Dex 13, Con 12, Int 10, Wis 7, Cha 11. It spends 5 of its available points at pet monster rank 1 to gain +1 base attack and increase its Hit Die to a d10. The remaining points are either spent to gain a level as a fighter, or divided between ranks of offense attributes.

Tough Monster

A tough monster is a 1st-level adventurer with Str 13, Dex 12, Con 17, Int 7, Wis 10, Cha 11. It spends 6 of its available points at pet monster rank 1 to gain +1 base attack and increase its Hit Die to a d12. The remaining points are either spent to gain a level as a barbarian, or divided between ranks of defense attributes.

* **Run With Me**: When the trainer moves, their pet monster can also move up to half its speed and vice versa.

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Samurai, Kagashi

かがし

When not called to honor their lord in formal combat, many samurai protect the homes where they grew up. During times of peace, those who refuse to go back to a normal life of farming or municipality have earned the nickname kagashi, or scarecrow. More traditional samurai take offense to this, while others embrace the name, fashioning their armor to appear as kami and oni.

Characteristics

Kagashi prefer
To frighten their enemies
Instead of killing.

Other Classes

It is a rare kagashi who cannot find some reason to enjoy the company of another when not facing them directly in battle. Because so much of their outward appearance is created with the intent of putting fear into the minds of their enemies, most strive to avoid doing so when interacting on a personal level. In fact, kagashi often say that because they can channel their emotions so freely through their samurai persona, it allows them to be their true selves in all other aspects of life.

Table: Samurai, Kagashi

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Challenge +1, item of power +1, order, resolve
2nd	+2	+3	+0	+3	Combat style, order ability
3rd	+3	+3	+1	+3	Weapon expertise
4th	+4	+4	+1	+4	Challenge +1
5th	+5	+4	+1	+4	Aura (exceptional saves +1), item of power +1
6th	+6/+1	+5	+2	+5	Combat style
7th	+7/+2	+5	+2	+5	Challenge +1
8th	+8/+3	+6	+2	+6	Order ability
9th	+9/+4	+6	+3	+6	Greater resolve
10th	+10/+5	+7	+3	+7	Aura (exceptional saves +1), challenge +1
11th	+11/+6/+1	+7	+3	+7	Item of power +1
12th	+12/+7/+2	+8	+4	+8	Combat style, demanding challenge
13th	+13/+8/+3	+8	+4	+8	Challenge +1
14th	+14/+9/+4	+9	+4	+9	Exceptional saves +1
15th	+15/+10/+5	+9	+5	+9	Aura (exceptional saves +1), order ability
16th	+16/+11/+6/+1	+10	+5	+10	Challenge +1, item of power +1
17th	+17/+12/+7/+2	+10	+5	+10	True resolve
18th	+18/+13/+8/+3	+11	+6	+11	Combat Style
19th	+19/+14/+9/+4	+11	+6	+11	Challenge +1
20th	+20/+15/+10/+5	+12	+6	+12	Aura (exceptional saves +1), item of power +1

Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	65
Skill Ranks: 4 + Int modifier	2 per rank (40)	68
Base Attack: Full	2 + 2 per rank (42)	83
Bonus Attacks: 3	4 per rank (12)	83
Weapon Expertise	5 points (5)	86
Saves: Fortitude, Will	2 per rank (60)	65
Weapon Proficiencies	Martial + Samurai (15)	100
Armor Proficiencies	Heavy (6)	99
Item of Power (armor)	1 + 3 per rank (16)	73
Bonus Feats	Combat Style Feats (8)	67
Smite (Challenge)	2 per rank (14)	85
Demanding Challenge	1 point (1)	85
Exceptional Saves (Fear)	1 per rank (8)	64
Aura	1 point (1)	69
Organizational Ties	2 per rank (10)	80
Resolve	1 + 1 per rank (4)	65
Defects & Restrictions		
Code of Conduct	Armor, Organization (–2)*	92
Total	300 points	

Class Skills: Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (local), Knowledge (nobility), Intimidate (Cha), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Kagashi Favored Class Bonuses

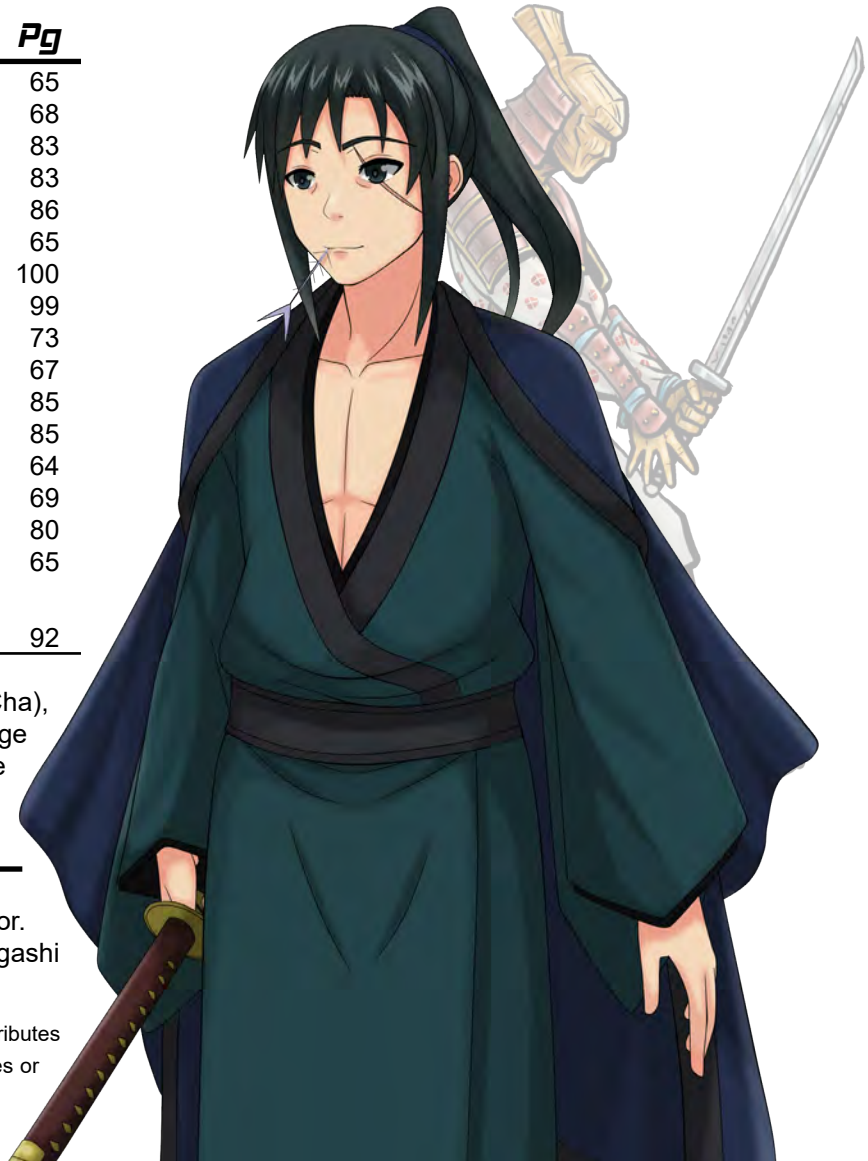
Dhampir: Add +2 on rolls to stabilize when dying.

Human: +1 Intimidate when wearing kagashi armor.

Ogre: Gain DR +1/3/magic when wearing kagashi armor.

Orc: Add +1/2 to the kagashi's bonus to damage against targets of the kagashi's challenge.

Tiefling: Choose the disarm or reposition combat maneuver. Add +1/3 to the kagashi's CMB when attempting this maneuver (maximum bonus of +4).



* The character must wear their kagashi armor to gain the other attributes of their class, and they must remain loyal to their organizational ties or lose those attributes until they atone.

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Sentai Member

戦隊

Nobody makes a better team player than a sentai member. Even when not paired with others like him, the sentai member works well with a group of allies who understand him and the talents he brings to the team. When the going gets tough, having a sentai member to help can mean surviving an otherwise challenging situation.

Characteristics

Sentai members are masters at using teamwork feats and other attributes that pair well with each other. When more than one sentai member works together, their coordinated actions, armor, and motivations can be both intimidating to enemies and inspiring to allies.

Other Classes

Mech pilots and pet monster trainers get along best with sentai members because they know what it's like to be relied on by a team. Gun bunnies, magical heroes, martial artists, samurai, and students see their coordination as something to strive for, while hot rods, ninjas, and shapechangers are surprised they can get anything done on their own.

Table: Sentai Member

Level	Base Attack Bonus	Fort* Save	Ref* Save	Will* Save	Special
1st	+1	+0	+2	+0	Bonus feat, sentai tactics
2nd	+2	+0	+3	+0	Bonus feat, danger sense +1
3rd	+3	+1	+3	+1	Aura (exceptional saves +1), group minded +1
4th	+4	+1	+4	+1	Bonus feat
5th	+5	+1	+4	+1	Danger sense +1
6th	+6/+1	+2	+5	+2	Bonus feat, team strike +1
7th	+7/+2	+2	+5	+2	Exceptional saves +1
8th	+8/+3	+2	+6	+2	Bonus feat, danger sense +1
9th	+9/+4	+3	+6	+3	Group minded +1
10th	+10/+5	+3	+7	+3	Bonus feat
11th	+11/+6/+1	+3	+7	+3	Danger sense +1, exceptional saves +1
12th	+12/+7/+2	+4	+8	+4	Bonus feat
13th	+13/+8/+3	+4	+8	+4	Team strike +1
14th	+14/+9/+4	+4	+9	+4	Bonus feat, danger sense +1
15th	+15/+10/+5	+5	+9	+5	Exceptional saves +1, group minded +1
16th	+16/+11/+6/+1	+5	+10	+5	Bonus feat
17th	+17/+12/+7/+2	+5	+10	+5	Danger sense +1
18th	+18/+13/+8/+3	+6	+11	+6	Bonus feat
19th	+19/+14/+9/+4	+6	+11	+6	Exceptional saves +1
20th	+20/+15/+10/+5	+6	+12	+6	Bonus feat, team strike +1

Sentai Member Favored Class Bonuses

Android: Gain +1/6 of a new teamwork feat.

Catfolk: Add +1 foot to the size of all the sentai member's aura class features. This option has no effect unless the sentai member has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Human: Add a +1/3 bonus on checks to aid another.

Ogre: Add +1 to the sentai member's energy resistance to one kind of energy (maximum +10).

Ratfolk: Add a +1/4 bonus to danger sense.

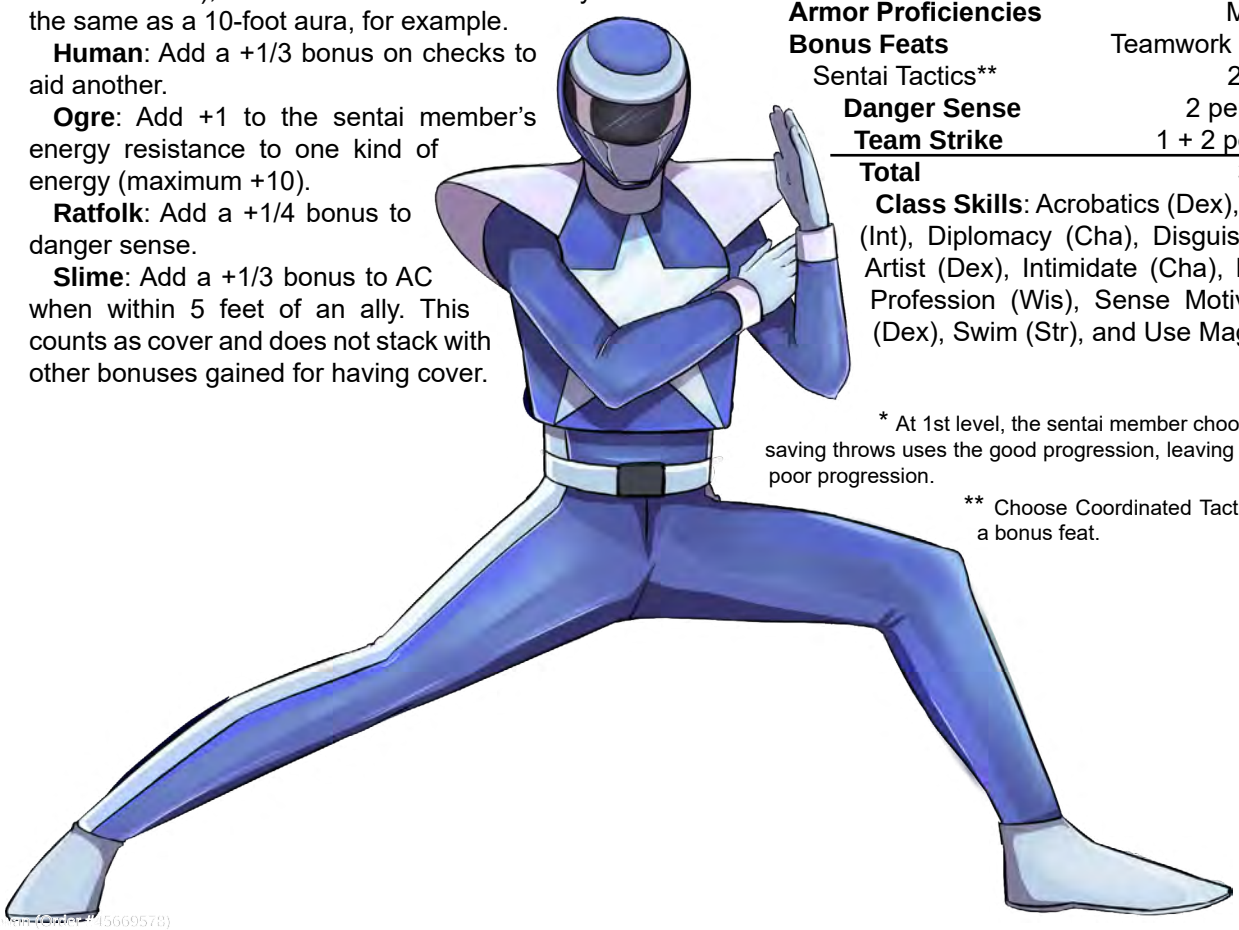
Slime: Add a +1/3 bonus to AC when within 5 feet of an ally. This counts as cover and does not stack with other bonuses gained for having cover.

Class Features	Point Cost	Pg
Hit Die: d10.	3 per rank (60)	62
Skill Ranks: 6 + Int modifier.	3 per rank (60)	65
Base Attack: Full	2 + 2 per rank (42)	83
Bonus Attacks: 3	4 per rank (12)	83
Saves: Choose One*	2 per rank (48)	65
Aura	1 aura (1)	69
Exceptional Saves (Fear)	1 per rank (5)	64
Group Minded	5 per rank (15)	65
Weapon Proficiencies	Simple+Sentai (9)	100
Armor Proficiencies	Medium (5)	99
Bonus Feats	Teamwork Feats (22)	67
Sentai Tactics**	2 points (2)	98
Danger Sense	2 per rank (12)	63
Team Strike	1 + 2 per rank (8)	86
Total	300 points	

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

* At 1st level, the sentai member chooses which one of their saving throws uses the good progression, leaving the other two with the poor progression.

** Choose Coordinated Tactics or Solo Tactics as a bonus feat.



William Kerr (Order #15669578)

Shapechanger

抽象

Masters of mimicry, shapeless of form, and specific of function; shapechangers exist to confound their enemies. When they need, a strong enough shapechanger can take the form of a specific individual or monster, or change their physical form permanently through careful application of evolutions.

Characteristics

On their own, shapechangers are neither tough, nor very combat oriented. Utilizing their access to evolutions and other shapechanging abilities such as wild shape, they can take on aspects of other creatures that make them formidable opponents.

Other Classes

Most other classes are leery of shapechangers, whose personalities can change as often as their physical form. Living and growing as a doppelgänger allows them to befriend almost any creature, at least superficially.

Class Features	Point Cost	Pg
Hit Die: d6	1 per rank (20)	65
Skill Ranks: 8 + Int modifier	4 per rank (80)	68
Base Attack: Full	2 + 2 per rank (22)	83
Bonus Attacks: 1	4 per rank (4)	83
Shifter's Fury	1 point (1)	36
Saves: Fortitude	2 per rank (48)	65
Weapon Proficiencies	Simple (6)	100
Armor Proficiencies	Light (3)	99
Alternate Form	Wild Shape (10)	78

Class Features (Cont)	Point Cost	Pg
Aspect of Power	3 per rank (15)	69
Chimeric Aspect	4 per additional aspect (16)	69
Improved Aspect	2 per rank (4)	69
Claws	Increased Critical (3)	84
Claw Damage	1 per increase (3)	84
Overpower	1 per rank (5)	85
Evolution Pool	3 per rank (45)	86
Exceptional Resistance	Minor Immunity (2)	64
Spell-Like Ability (at will)	*alter self** (4)	75
Mimicry	1 + 1 per rank (7)	75
Perfect Copy	2 points (2)	75
Total	300 points	

Class Skills: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Shifter's Fury: The shapechanger can treat her claws as manufactured weapons when making bonus attacks.

Shapechanger Favored Class Bonuses

With their ability to be just about anything, shapechangers rarely pick up the specific benefits of gaining favored class bonuses as members of their original race. Instead, all shapechangers, regardless of race, can choose the following options in place of the standard +1 hit point or skill rank per level.

* At 1st level, the shapechanger can only use the *alter self* spell-like ability as a full-round action. Beginning at 3rd level, they can use the ability as a standard action instead.

William Kwan (Order #45669578)

- Add a +1 bonus on Bluff checks to appear as a normal example of the shapechanger's current form.
- Gain a +1 bonus on attacks when in a form whose base attack progression is equal to its Hit Dice or class level. This does not increase the number of attacks gained for having a high base attack bonus. Each additional time the shapechanger selects this benefit, the bonus increases by +1/2 (maximum +10).
- Add 1/5 to the damage dealt when using the shapechanger's claws ability.
- Add 1/5 to the shapechanger's natural armor bonus when using wild shape.
- Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the shifter selects this reward, increase that energy resistance by 1, to a maximum of energy resistance 10. Once the gnome reaches energy resistance 10, she can select a new type of energy to build her resistance to the next time she selects this favored class option.
- Add +1/4 to the shapechanger's evolution pool.
- When taking a form with Damage Reduction other than DR /–, Add +1 to that form's DR. Each additional time the shapechanger selects this benefit, the DR increases by +1/2 (maximum DR 5).

Table: Shapechanger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Evolution Pool	Special
1st	+0	+2	+0	+0	+1	*Alter self*, natural attack (claws +1)
2nd	+1	+3	+0	+0	+1	Aspect of power +1, mimicry +1
3rd	+1	+3	+1	+1	+1	*Alter self*, overpower +1
4th	+2	+4	+1	+1		Mimicry +1, wild shape +1
5th	+2	+4	+1	+1	+1	Aspect of power +1
6th	+3	+5	+2	+2	+1	Mimicry +1
7th	+3	+5	+2	+2	+1	Claws +1, overpower +1
8th	+4	+6	+2	+2		Improved aspect +1, mimicry +1, wild shape +1
9th	+4	+6	+3	+3	+1	Chimeric aspect +1
10th	+5	+7	+3	+3	+1	Aspect of power +1
11th	+5	+7	+3	+3	+1	Claws +1, overpower +1
12th	+6/+1	+8	+4	+4		Shifter's fury, wild shape +1
13th	+6/+1	+8	+4	+4	+1	Claws +1, perfect copy
14th	+7/+2	+9	+4	+4	+1	Chimeric aspect +1
15th	+7/+2	+9	+5	+5	+1	Aspect of power +1, improved aspect +1, overpower +1
16th	+8/+3	+10	+5	+5		Mimicry +1, wild shape +1
17th	+8/+3	+10	+5	+5	+1	Claws +1
18th	+9/+4	+11	+6	+6	+1	Timeless body
19th	+9/+4	+11	+6	+6	+1	Overpower +1
20th	+10/+5	+12	+6	+6	+1	Final aspect, wild shape +1

Shapechanger Evolutions

The following evolutions are specific to the shapechanger class.

Advanced Combat Mimicry [Evolution]

Requirement: 11th-level shapechanger, basic combat mimicry, resilient shape.

Cost: 4 evolution points.

A character with the Advanced Combat Mimicry evolution increases their shapechanger base attack bonus to their shapechanger level.

Basic Combat Mimicry [Evolution]

Requirement: 3rd-level shapechanger.

Cost: 2 evolution points.

A character with the Basic Combat Mimicry evolution increases their shapechanger base attack bonus to 3/4 of their shapechanger level (as a rogue).

Resilient Shape [Evolution]

Requirement: 7th-level shapechanger, basic combat mimicry.

Cost: 3 evolution points.

A character with the Resilient Shape evolution increases their maximum hit points by 2 + 2 per shapechanger level.

Shapechanger Archetype

Practiced Doppelgänger (Archetype)

Doppelgängers are monstrous creatures who not only take the forms of different creatures, but also some semblance of their memories and talents. With effort, shapechangers can mimic some of the doppelgänger's traits. As a practiced doppelgänger, the shapechanger poses more of a threat to those trained in different combat styles.

Hit Die and Base Attack: A practiced doppelgänger's Hit Die is a d10, and her base attack is equal to her shapechanger level. This replaces wild shape.

Skill Ranks per Level: Practiced doppelgängers gain 4 + Int modifier skill ranks per level.

Weapon and Armor Proficiencies: Practiced doppelgängers are proficient with all simple and martial weapons as well as firearms. They are proficient with all armor (light, medium, and heavy) and shields (including tower shields). This alters the shapechanger's weapon and armor proficiencies.

Evolution Pool: A practiced doppelgänger's evolution pool is not as strong as other shapechangers. She gains one evolution at 1st level, plus additional evolution points at 3rd level, and every odd shapechanger level thereafter. This alters the progression of the shapechanger's evolution pool.

Mimicry (Su): A practiced doppelgänger gains mimicry (rank 1) at 1st level, and increases her rank in mimicry by +1 at every even shapechanger level gained thereafter.

This alters the progression of mimicry and replaces shifter aspect.

Identity (Ex)*: At 5th level, a practiced doppelgänger gains a mundane identity. This functions as the vigilante's many guises social talent. At 11th level, the practiced doppelgänger also gains everyman, and at 17th level, she gains any guise. This replaces chimeric aspect.

Detect Thoughts (Sp): Beginning at 6th level, a practiced doppelgänger can cast *detect thoughts* once per day. Beginning at 9th level, she can cast that spell twice per day, and at 12th level, she can cast it at will.

*: The kunoichi ninja describes these talents on page 28.

William Kevan (Order #45669578)

Student

学生

Students are those lucky few who can afford to stay in school long after it started to cost them to do so. They live to learn, and they put their education to the best possible use in most situations.

Characteristics

Students begin with 1 major of their choice, but they don't restrict themselves to learning only one subject. Instead, they gain cursory knowledge of most topics, which aids them in a variety of ways.

Other Classes

Most classes take the dedication of the student to their education as a sign of their commitment to the party. Each major gets along well with different groups, such as athletes and hot rods, acrobats and martial artists, and so on.

Table: Student

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Cunning, general studies, inspire courage +1, major
2nd	+1	+0	+3	+3	Bolstered defenses, skill versatility
3rd	+2	+1	+3	+3	Course talent, inspire competence +1
4th	+3	+1	+4	+4	Flunkies +1
5th	+3	+1	+4	+4	Course talent, inspire courage +1, lore master +1
6th	+4	+2	+5	+5	Skill versatility +1
7th	+5	+2	+5	+5	Course talent, inspire competence +1
8th	+6/+1	+2	+6	+6	Flunkies +1
9th	+6/+1	+3	+6	+6	Course talent, Inspire greatness +1
10th	+7/+2	+3	+7	+7	Jack-of-all-trades +1, skill versatility
11th	+8/+3	+3	+7	+7	Course talent, inspire competence +1, inspire courage +1
12th	+9/+4	+4	+8	+8	Flunkies +1, inspire greatness +1, lore master +1
13th	+9/+4	+4	+8	+8	Course talent, pre-graduate studies
14th	+10/+5	+4	+9	+9	Skill versatility +1
15th	+11/+6/+1	+5	+9	+9	Course talent, inspire competence +1, inspire greatness +1
16th	+12/+7/+2	+5	+10	+10	Flunkies +1, jack of all trades
17th	+12/+7/+2	+5	+10	+10	Course talent, inspire courage +1
18th	+13/+8/+3	+6	+11	+11	Inspire greatness +1, skill versatility +1
19th	+14/+9/+4	+6	+11	+11	Course talent, inspire competence +1, lore master +1
20th	+15/+10/+5	+6	+12	+12	Flunkies +1, graduate studies

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	65
Skill Ranks: 6 + Int modifier	3 per rank (60)	68
General Studies	3 points (3)	98
Jack-of-All-Trades	1 per rank (3)	67
Lore Master	1 per rank (3)	68
Skill Versatility	1 per rank (5)	68
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Intellectual Student	Attacks (10)	67
Saves: Reflex, Will	2 per rank (60)	65
Bolstered Defenses	Intelligence (4)	64
Weapon Proficiencies	Wizard (1)	100
Course Talents	2 per rank (18)	38
Graduate Studies	3 points (3)	38
Major	5 points (5)	38
Pre-Graduate Studies	3 points (3)	38
Cunning	1 per rank (2)	67
Flunkies	2 per rank (10)	79
Inspire Competence	2 per rank (10)	72
Inspire Courage	2 per rank (8)	72
Inspire Greatness	3 per rank (12)	73
Total	300 points	

Class Skills: Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Sense Motive (Wis).

Student Favored Class Bonuses

Aasimar: Gain a +1 bonus on all Heal checks or Knowledge (religion) checks (maximum +10).

Android: Gain a +1 bonus on all Knowledge (engineering) checks or Perception checks (maximum +10).

Catfolk: Gain a +1 bonus on all Acrobatics checks or Climb checks (maximum +10).

Dhampir: Gain a +1 bonus on all Knowledge (history) checks or Knowledge (religion) checks (maximum +10).

Dwarf: Gain a +1 bonus on all Appraise checks or Sense Motive checks (maximum +10).

Elf: Gain a +1 bonus on all Handle Animal checks or Knowledge (nature) checks (maximum +10).

Gnome: Gain a +1 bonus on all Knowledge (engineering) checks or Knowledge (nature) checks (maximum +10).

Goblin: Gain a +1 bonus on all Bluff checks or Knowledge (engineering) checks (maximum +10).

Halfling: Gain a +1 bonus on all Escape Artist checks or Stealth checks (maximum +10).

Human:

Ogre: Gain a +1 bonus on all Knowledge (arcana) checks or Knowledge (planes) checks (maximum +10).

Orc: Gain a +1 bonus on all Handle Animal checks or Intimidate checks (maximum +10).

Rabbitfolk: Gain a +1 bonus on all Acrobatics checks or Perception checks (maximum +10).

Ratfolk: Gain a +1 bonus on all Climb checks or Knowledge (engineering) checks (maximum +10).

Slime: Gain a +1 bonus on all Acrobatics checks or Knowledge (arcana) checks (maximum +10).

Tiefling: Gain a +1 bonus on all Bluff checks or Knowledge (planes) checks (maximum +10).

Turtlefolk: Gain a +1 bonus on all Heal checks or Knowledge (history) checks (maximum +10).

Course Talents

You can only gain the pre-graduate and graduate benefits of a course talent if that talent is your major. Spell-like abilities gained use your Intelligence modifier to determine any saving throws. Skill ranks gained through course talents are only applied up to a maximum of your student level.

William Kwan (Order #5669578)

Acrobatics

Add Acrobatics, Sleight of Hand, and Stealth to your list of class skills and gain 1 skill rank in each.

Major: Reduce fall damage by 5 ft. plus 5 ft. per 3 student levels.

Pre-Graduate: Once per day when you make a Reflex saving throw, roll the saving throw twice and take the better result. You must decide to use this ability before the saving throw is attempted.

Graduate: The first 5 feet of your movement never provokes attacks of opportunity. When you withdraw, the first 2 squares you leave are not considered threatened by any opponent you can see.

Arcana

Add Spellcraft and Use Magic Device to your list of class skills. You also gain 1 skill rank in each of Knowledge (arcana), Spellcraft, and Use Magic Device.

Major: You can cast *detect magic* at will as a spell-like ability.

Pre-Graduate: Choose an arcane spellcasting class. Treat your levels in student as levels in that class for the purpose of using spell completion and spell trigger items.

Graduate: Choose a number of wizard spells equal to your Intelligence modifier. You are treated as knowing those spells when activating spell completion and spell trigger items.

Athletics

Choose one: Gain proficiency with light armor and one weapon of your choice; or add Climb, Ride, and Swim to your list of class skills and gain 1 skill rank in each.

Major: You gain Toughness as a bonus feat and add your Intelligence modifier as bonus precision damage once per round when you hit with an attack. It does not multiply on a critical hit.

Pre-Graduate: You gain Endurance and Diehard as bonus feats.

Graduate: You gain a Climb or Swim speed of 30 feet.

Computers

You gain 1 skill rank in each of Craft (code), Knowledge (computers), and Profession (programmer). These skills are always class skills for you.

Major: Choose one of the skills above. You can take 10 on skill checks with that skill, and you don't risk damaging the computer or program when failing a check by 5 or more.

Pre-Graduate: Once per day, when making one of the above skill checks, you can roll twice and take the higher result.

Graduate: Once per day, you can take a 20 on a skill check with your chosen skill as a full-round action, even if you're distracted.

Crafting

You gain 1 skill rank in each of 3 Craft skills of your choice.

Major: You gain a bonus equal to half your student level (minimum 1) on Craft checks with 1 Craft skill of your choice.

Pre-Graduate: You gain a magical or non-vehicle technological item worth no more than 2,475 cy that you have crafted in your spare time.

Graduate: You can recharge and repair magic items as if you knew the spells to do so.

Deception

You gain 1 skill rank in each of Bluff, Diplomacy, and Sense Motive.

Major: You gain a bonus equal to half your student level (minimum 1) on Bluff checks.

Pre-Graduate: You gain Improved Feint as a bonus feat, and you take only a –5 penalty when attempting to fast-talk a creature or suggesting a course of action.

Graduate: You take no penalty on Bluff checks to fast-talk. Once per day per creature, you can suggest a course of action as a full-round action.

Diplomacy

You gain 1 skill rank in each of Bluff, Diplomacy, and Sense Motive.

Major: You gain a bonus equal to half your student level (minimum 1) on Diplomacy checks to influence a creature's attitude.

Pre-Graduate: You can cast *charm person* as a 1st-level spell-like ability a number of times per day equal to your Intelligence modifier.

Graduate: You can cast *mass suggestion* as a 6th-level spell-like ability a number of times per day equal to your Intelligence modifier.

William Kwan (Order #45669578)

Medicine

Add Heal, Perception, and Survival to your list of class skills and gain 1 skill rank in each.

Major: You can spend 10 minutes and attempt a Heal check (DC 15 + the target's total Hit Dice) to heal yourself or an ally for 2d8 hit points plus 1d8 per 3 student levels. Whether or not you succeed at this check, the target cannot be healed in this way again for at least 50 minutes (1 hour total).

Pre-Graduate: You can spend 1 minute and attempt the Heal check above to cast *remove disease* as a spellcaster of your student level.

Graduate: You can spend 10 minutes and attempt the Heal check above to cast *raise dead* as a spellcaster of your student level. You must provide all components and the target must meet the requirements for that spell.

Mechanics

Add Fly and Ride to your list of class skills. You also gain 1 skill rank in each of Fly, Knowledge (engineering), and Ride.

Major: You can use Knowledge (engineering) in place of Craft to build mundane air, land, and sea vehicles.

Pre-Graduate: You gain a vehicle worth no more than 2,475 cy that you have crafted in your spare time.

Graduate: You can repair any vehicle in half the time.

Nature

Add Handle Animal, Ride, and Survival to your list of class skills and gain 1 skill rank in each.

Major: Animals you train can learn 1 additional trick plus 1 additional trick per 3 student levels.

Pre-Graduate: You can cast *dominate animal* as a 3rd-level spell-like ability once per day.

Graduate: Choose a number of druid spells equal to your Intelligence modifier. You are treated as knowing those spells when activating spell completion and spell trigger items.

Occultism

Add Spellcraft and Use Magic Device to your list of class skills. You also gain 1 skill rank in each of Knowledge (dungeoneering), Knowledge (planes), and Spellcraft.

Major: You can cast *detect secret doors* as a 1st-level spell-like ability a number of times per day equal to your Intelligence modifier.

Pre-Graduate: Choose an occult spellcasting class. Treat your levels in student as levels in that class for the purpose of using spell completion and spell trigger items.

Graduate: Choose a number of psychic spells equal to your Intelligence modifier. You are treated as knowing those spells when activating spell completion and spell trigger items.

Performance

Add Disguise and Perform to your list of class skills. You also gain 1 skill rank in each of Disguise, Linguistics, and one Perform skill of your choice.

Major: You gain a bonus equal to half your student level (minimum 1) on Disguise checks.

Pre-Graduate: You can attempt a Linguistics check (DC 15) to recall and parrot words you have heard spoken within 1 hour per 3 student levels.

Graduate: You can speak and understand any spoken language.

Religion

Add Spellcraft and Use Magic Device to your list of class skills. You also gain 1 skill rank in each of Knowledge (religion), Spellcraft, and Use Magic Device.

Major: You can cast *detect undead* as a 1st-level spell-like ability a number of times per day equal to your Intelligence modifier.

Pre-Graduate: Choose a divine spellcasting class. Treat your levels in student as levels in that class for the purpose of using spell completion and spell trigger items.

Graduate: Choose a number of cleric spells equal to your Intelligence modifier. You are treated as knowing those spells when activating spell completion and spell trigger items.

Society

You gain 1 skill rank in each of Knowledge (history), Knowledge (local), and Knowledge (nobility).

Major: You can use Knowledge (local) in place of Survival when in an urban environment and gain a bonus equal to half your student level on those checks.

Pre-Graduate: Your flunkies begin each day with 1 temporary hit point for every 3 student levels you possess.

Graduate: You know at least 1 piece of useful information about every new settlement you enter that is a large town or larger in size. When you attempt to learn or recall something about a settlement you enter the first time each month, you can roll twice and choose the higher result.

Thievery

Add Sleight of Hand and Stealth to your list of class skills. You also gain 1 skill rank in each of Appraise, Sleight of Hand, and Stealth.

Major: You gain a bonus equal to half your student level (minimum 1) on Sleight of Hand checks.

Pre-Graduate: You gain Graceful Steal as a bonus feat, even if you don't meet the prerequisites. You can also substitute Sleight of Hand in place of a steal combat maneuver.

Graceful steal allows you to use your Combat Maneuver Bonus for a steal combat maneuver in place of your Sleight of Hand modifier when attempting Sleight of Hand checks to lift or palm objects, though if you do so, you must use your Dexterity modifier and not your Strength modifier. You can also steal items with the steal combat maneuver even if they are hidden in a bag or pack (provided you can reach the item within), but your opponent gains at least a +5 bonus to its CMD (as for a fastened object) in this case.

Graduate: You can attempt to take something unnoticed, even when your opponent is aware of your presence in combat, but you take a –10 penalty to do so. If you have Signature Skill (sleight of hand), this penalty is reduced by 2 for every 5 ranks you have in Sleight of Hand.

Tech Genius

機械工学士

Like their fellow students, tech geniuses celebrate their education and mastery of all things mechanical. Natural craftspeople, tech geniuses are always on the lookout for new and exciting ideas that can be translated into some new creation.

William Kwan (Order #45669578)

Characteristics

Tech geniuses are similar to wizards, except that their talent lies not in the arcane, but in the mechanical. They learn what others tend to mistake for spells, but which require precise calibration, propulsion, and execution of technology to achieve the results they are looking for.

Other Classes

With enough training, a tech genius could upgrade a hot rod's ride, a mech pilot's giant mobile armor, or a gun bunny's arsenal. They could even repair a giant robot. Adventurers and samurai believe the tech genius could find better ways to spend their time, and although pet monster trainers come to tech geniuses for help with mechanical companions, they fail to understand how closely related their gifts are.

Table: Tech Genius

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bond (constructed), tech school
2nd	+1	+0	+3	+3	Explosives +1, mechanical genius +1
3rd	+2	+1	+3	+3	Customization +1
4th	+3	+1	+4	+4	Explosives +1, full bond
5th	+3	+1	+4	+4	Customization +1
6th	+4	+2	+5	+5	Explosives +1, mechanical genius +1
7th	+5	+2	+5	+5	Customization +1, medium armor
8th	+6/+1	+2	+6	+6	Explosives +1
9th	+6/+1	+3	+6	+6	Customization +1
10th	+7/+2	+3	+7	+7	Explosives +1, mechanical genius +1
11th	+8/+3	+3	+7	+7	Customization +1
12th	+9/+4	+4	+8	+8	Explosives +1
13th	+9/+4	+4	+8	+8	Customization +1, pre-graduate studies
14th	+10/+5	+4	+9	+9	Explosives +1, mechanical genius +1
15th	+11/+6/+1	+5	+9	+9	Customization +1
16th	+12/+7/+2	+5	+10	+10	Explosives +1
17th	+12/+7/+2	+5	+10	+10	Customization +1
18th	+13/+8/+3	+6	+11	+11	Explosives +1, mechanical genius +1
19th	+14/+9/+4	+6	+11	+11	Customization +1
20th	+15/+10/+5	+6	+12	+12	Explosives +1, graduate studies

Tech Genius Favored Class Bonuses

Dwarf: When wearing armor, reduce the armor check penalty by 1/4 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1/4. At a total +1 bonus, the tech genius can move at his normal speed while wearing medium armor. At a total +2 bonus, the tech genius can move at his normal speed while wearing heavy armor.

Elf: Add +1 hit point to the tech genius' companion.

Gnome: Gain 1/6 of a new customization.

Goblin: Add +1/2 to the number of bombs per day the tech genius can create.

Orc: Add +1 skill rank to the tech genius' companion.

Ratfolk: Gain +1/3 rank of mechanical genius.

Tiefling: Gain +1 rank of practical genius.

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	65
Skill Ranks: 6 + Int modifier	3 per rank (60)	68
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Saves: Reflex, Will	2 per rank (60)	65
Weapon Proficiencies	Firearms + Wizard (3)	100
Armor Proficiencies	Medium (5)	99
Shield Proficiencies	Tower Shields (5)	65
Explosives	3 per rank (30)	76
Intellectual Student	Damage (10)	67
Bond: Companion/Object	2 points (2)	79
Constructed	2 points (2)	76
Customization	2 per rank (18)	76
Full Bond*	4 points (4)	79
Mechanical Genius	2 per rank (10)	78
Tech School**	5 points (5)	38
Graduate Studies	3 points (3)	38
Pre-Graduate Studies	3 points (3)	38
Total	300 points	

Class Skills: Appraise (Int), Climb (Str), Craft (Int), Fly (Dex), Knowledge (engineering) (Int), Profession (Wis), Swim (Dex), and Use Magic Device (Cha).

* The tech genius' bond begins as a ranger's animal companion, then becomes a full animal companion or eidolon at 4th level. As an eidolon, the companion does not gain evolutions beyond its base.

** Tech school is identical to a student's major, but is limited to Arcana, Computers, Crafting, Medicine, Mechanics, or Performance. If Arcana is chosen, the spells learned are technological in nature, not magical.

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Fantasy Classes

The fantasy classes in *Play Manga* consist of the 11 core classes plus the summoner. Most of their unique attributes remain unchanged, but attributes that are better translated to match new classes have been to avoid repetition. Regardless of the actual class features presented here for each fantasy class, the point value of each level is identical to what can be found in *The Pathfinder® Roleplaying Game Core Rulebook* and Pathfinder® Roleplaying Game: Pathfinder Unchained™.

Barbarian

野蛮人

Walking the line between savage and warrior, the barbarian is a power house of fury, sweeping the battlefield of enemies with massive weapons. When not gripped by rage, barbarians are tribal heroes, skilled in survival and natural living in a world oppressed by modernization.

Table: Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast movement +2, rage +1
2nd	+2	+3	+0	+0	Rage power, uncanny dodge
3rd	+3	+3	+1	+1	Danger sense +1
4th	+4	+4	+1	+1	Rage power
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6/+1	+5	+2	+2	Danger sense +1, rage power
7th	+7/+2	+5	+2	+2	Damage reduction +1
8th	+8/+3	+6	+2	+2	Rage power
9th	+9/+4	+6	+3	+3	Danger sense +1
10th	+10/+5	+7	+3	+3	Damage reduction +1, rage power
11th	+11/+6/+1	+7	+3	+3	Rage +1
12th	+12/+7/+2	+8	+4	+4	Danger sense +1, rage power
13th	+13/+8/+3	+8	+4	+4	Damage reduction +1
14th	+14/+9/+4	+9	+4	+4	Indomitable will, rage power
15th	+15/+10/+5	+9	+5	+5	Danger sense +1
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction +1, rage power
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	Danger sense +1, rage power
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction +1
20th	+20/+15/+10/+5	+12	+6	+6	Rage +1, rage power

Class Features	Point Cost	Pg
Hit Die: d12	4 per rank (80)	65
Skill Ranks: 4 + Int modifier	2 per rank (40)	68
Base Attack: Full	2 + 2 per rank (42)	83
Bonus Attacks: 3	4 per rank (12)	83
Saves: Fortitude	2 per rank (48)	65
Weapon Proficiencies	Martial (12)	99
Armor Proficiencies	Medium (5)	98
Shield Proficiencies	Shields (3)	65
Damage Reduction	2 per rank (10)	63
Danger Sense	2 per rank (12)	63
Fast Movement	1 per rank (2)	81
Rage	3 per rank (9)	85
Indomitable Will	2 points (2)	85
Rage Powers	2 per power (20)	85
Tireless Rage	2 points (2)	85
Uncanny Dodge, Improved	3 points (3)	65
Defects & Restrictions		
Code of Conduct	Alignment (–2)	92
Total Attributes	300 points	

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Barbarian Archetype

Destroyer (Archetype)

Destroyers are barbaric warriors magically tattooed and trained to desconstruct the creatures and objects they touch. Some even sport ritualistic scars that mark their status and make them easily recognized by other destroyers.

Note: A destroyer can also be a scarred rager, gaining terrifying visage at 3rd level instead. This replaces only the fast movement increase at 3rd level.

Weapon and Armor Proficiencies: A destroyer is proficient with all simple weapons. He is not proficient with any armor or shields. This alters and replaces the barbarian's weapon and armor proficiencies.

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Saving Throws: A destroyer has a good Reflex saving throw progression and a poor Fortitude saving throw progression. This alters the barbarian's saving throws.

AC Bonus: When unarmored, a destroyer adds his Constitution bonus (if any) to CMD and to his AC as a deflection bonus. He loses these bonuses when immobilized, helpless, wearing armor, or using a shield.

Unarmed Strike (Ex): At 1st level, a destroyer gains Improved Unarmed Strike as a bonus feat. The destroyer's unarmed strike functions as the monk feature of the same name, increasing his unarmed damage as appropriate for his size at 1st, 4th, 8th, 12th, 16th, and 20th level.

Fast Movement (Ex): At 3rd level, and every 3 levels thereafter, a destroyer gains a +10-foot enhancement bonus to his land speed.

Destructive Rage (Su): A destroyer does not increase his Strength score when he enters a rage. Instead, when he hits a creature with an unarmed strike, the destroyer can use an immediate action to speak a command word to destroy the target.

A creature affected by this command suffers 1d3 Constitution damage (Fortitude DC 10 + 1/2 the destroyer's level + his Constitution modifier negates). The destroyer can end his rage as a free action to maximize the Constitution damage.

At 11th level, the destroyer's command word deals 1d6 Constitution damage instead (Fortitude half). At 20th level, it deals 2d4 Constitution damage, and the destroyer can end his rage as a free action to kill the creature if it fails its Fortitude save. This is a death effect.

This alters and replaces rage, greater rage, mighty rage, and tireless rage.

Bard

詩人

Storytellers, lyricists, and poets, bards travel the world in search of the next great tale, the next adventure. Sometimes, these can be found following another hero and aiding them through strong camaraderie. Other times, the bards must take it upon themselves to create a situation they can share around campfires for years to come.

Table: Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Cantrips +1, fantasy spells +1, general studies, inspire courage +1, performer +3
2nd	+1	+0	+3	+3	Cantrips +1, exceptional saves, skill versatility +1
3rd	+2	+1	+3	+3	Cantrips +1, inspire competence +1
4th	+3	+1	+4	+4	Fantasy spells +1
5th	+3	+1	+4	+4	Inspire courage +1, lore master +1
6th	+4	+2	+5	+5	Performer +1, skill versatility +1
7th	+5	+2	+5	+5	Fantasy spells +1, inspire competence +1
8th	+6/+1	+2	+6	+6	Performer +1
9th	+6/+1	+3	+6	+6	Inspire greatness +1
10th	+7/+2	+3	+7	+7	Fantasy spells +1, jack-of-all-trades +1, skill versatility +1
11th	+8/+3	+3	+7	+7	Inspire competence +1, inspire courage +1, lore master +1
12th	+9/+4	+4	+8	+8	Inspire greatness +1, performer +1
13th	+9/+4	+4	+8	+8	Fantasy Spells +1
14th	+10/+5	+4	+9	+9	Performer +1, skill versatility +1
15th	+11/+6/+1	+5	+9	+9	Inspire competence +1, inspire greatness +1, performer +1
16th	+12/+7/+2	+5	+10	+10	Fantasy spells +1, jack-of-all-trades +1
17th	+12/+7/+2	+5	+10	+10	Inspire courage +1, lore master +1
18th	+13/+8/+3	+6	+11	+11	Inspire greatness +1, performer +1, skill versatility +1
19th	+14/+9/+4	+6	+11	+11	Inspire competence +1, jack-of-all-trades +1
20th	+15/+10/+5	+6	+12	+12	Performer +1

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Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	65
Skill Ranks: 6 + Int modifier	3 per rank (60)	68
General Studies	3 points (3)	98
Jack-of-All-Trades	1 per rank (3)	67
Lore Master	1 per rank (3)	68
Skill Versatility	1 per rank (5)	68
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Saves: Reflex, Will	2 per rank (60)	65
Weapon Proficiencies	Simple+Bard (9)	100
Armor Proficiencies	Light (3)	99
Shield Proficiencies	Shields (3)	65
Exceptional Saves (Will)	2 points (2)	54
Fantasy Spells	6 per rank (36)	71
Cantrips	1 + 1 per rank (6)	69
Performer	2 per rank (20)	75
Inspire Competence	1 per rank (5)	72
Inspire Courage	1 per rank (4)	72
Inspire Greatness	1 + 1 per rank (5)	73
Defects & Restrictions		
Arcane Spell Failure	Light + Shields (–1)	95
Spell List	Bard (–4)	71
Spells Known	Moderate (–2)	95
Total Attributes	300 points	

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Bard Class Options

Warrior's Soul

A bard with warrior's soul has a d10 hit die, full base attack bonus, and poor Reflex saving throw progression. He is proficient with simple and martial weapons, light armor, medium armor, and shields. The bard's spells can be cast in medium armor with a shield and have no chance of spell failure.

Restrictions: The bard gains no cantrips, and his spells per day follow the poor spontaneous spell list with spells known and reduced spells per day.

Cleric

祭司

The clergy plays a large role in many fantasy character's lives. Some, like the cleric, take their beliefs seriously enough as to devote their lives to the worship of otherworldly beings they view as gods. Whether these divine beings are deserving of worship is a matter of much debate, even among clerics of different faiths. With or without proof, there remain good clerics in the world who are willing to lay down their lives to help those in need.

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	65
Skill Ranks: 2 + Int modifier	1 per rank (20)	68
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Saves: Fortitude, Will	2 per rank (60)	65
Weapon Proficiencies	Simple+Cleric (9)	100
Armor Proficiencies	Medium (5)	99
Shield Proficiencies	Shields (3)	65
Channel Energy	2 per rank (20)	69
Domains	3 per rank (12)	69
Domain Spells	1 per rank (9)	69
Fantasy Spells	7 per rank (63)	71
Cantrips	1 + 1 per rank (4)	69
Spontaneous Spells	2 per rank (18)	71
Defects & Restrictions		
Code of Conduct	Alignment (–2)	92
Spell List	Cleric (–1)	71
Total Attributes	300 points	

Class Skills: Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

William Kwan (Order #5669578)

Table: Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Cantrips +1, channel energy +1, domains +2, domain spells +1, fantasy spells +1, spontaneous casting +1
2nd	+1	+3	+0	+3	Cantrips +1
3rd	+2	+3	+1	+3	Channel Energy +1, domain spell +1, fantasy spells +1, spontaneous casting +1
4th	+3	+4	+1	+4	—
5th	+3	+4	+1	+4	Channel Energy +1, domain spell +1, fantasy spells +1, spontaneous casting +1
6th	+4	+5	+2	+5	—
7th	+5	+5	+2	+5	Channel Energy +1, domain spell +1, fantasy spells +1, spontaneous casting +1
8th	+6/+1	+6	+2	+6	Domains +2
9th	+6/+1	+6	+3	+6	Channel Energy +1, domain spell +1, fantasy spells +1, spontaneous casting +1
10th	+7/+2	+7	+3	+7	—
11th	+8/+3	+7	+3	+7	Channel Energy +1, domain spell +1, fantasy spells +1, spontaneous casting +1
12th	+9/+4	+8	+4	+8	—
13th	+9/+4	+8	+4	+8	Channel Energy +1, domain spell +1, fantasy spells +1, spontaneous casting +1
14th	+10/+5	+9	+4	+9	—
15th	+11/+6/+1	+9	+5	+9	Channel Energy +1, domain spell +1, fantasy spells +1, spontaneous casting +1
16th	+12/+7/+2	+10	+5	+10	—
17th	+12/+7/+2	+10	+5	+10	Channel Energy +1, domain spell +1, fantasy spells +1, spontaneous casting +1
18th	+13/+8/+3	+11	+6	+11	—
19th	+14/+9/+4	+11	+6	+11	Channel Energy +1
20th	+15/+10/+5	+12	+6	+12	—

Cleric Class Options

Faith Healer (Archetype)

Weapon and Armor Proficiency: Faith healers are proficient with all simple and martial weapons, and with light armor. They are not proficient with shields.

Holy Book: At 1st level, a faith healer gains a spellbook containing a number of 1st-level cleric spells equal to 1 + his Wisdom modifier. Temporary increases to Wisdom do not increase the number of spells in the faith healer's spellbook, but permanent increases add a new spell automatically the next time the healer rests for at least 8 hours. When his spellbook is in hand, a faith healer can cast any spell written there using either his domain spell slot or two regular spell slots.

At 3rd level, and every odd level thereafter (up to 17th level), the faith healer adds 1 spell of the next highest level to his spellbook. He may also trade 1 spell in his book for 1 of any level he can cast. This replaces spontaneous casting and one domain.

Lay on Hands (Su): At 1st level, a faith healer gains lay on hands. This replaces channel energy.

Mercy (Su): At 3rd level, and every 3 levels thereafter, a faith healer gains a mercy, as the paladin feature.

Healer's Bond (Su): At 5th level, as a standard action, a faith healer can empower his healing hands for 1 minute per cleric level. This allows the cleric to add his Charisma bonus to the amount of hit points that he restores with his spells and lay on hands. For every 3 levels beyond 5th, he restores 1 additional hit point with those abilities, up to a maximum of 5 + his Charisma modifier at 20th level. The cleric can use this ability once per day at 5th level, and one additional time per day for every 4 levels beyond 5th, up to a total of four times per day at 17th level.

Druid

藥草師

As the clerics worship the gods, druids revere nature itself. Druidic circles grow among the forests of the world, living in harmony with all creatures. Should the natural order become unstable, it falls to druids to step out of the trees and into the greater realms beyond to set it right.

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	65
Skill Ranks: 4 + Int modifier	2 per rank (40)	68
Skill Bonus	2 per rank (4)	68
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Saves: Fortitude, Will	2 per rank (60)	65
Weapon Proficiencies	Druid (3)	100
Armor Proficiencies	Medium (5)	99
Shield Proficiencies	Shields (3)	65
Alternate Form	Wild Shape (14)	78
Bond: Companion/Domain	6 points (6)	79
Exceptional Resistance	Minor Immunity (4)	64
Exceptional Saves	2 points (2)	64
Fantasy Spells	7 per rank (63)	71
Cantrips	1 per cantrip (4)	69
Spontaneous Spells	1 per rank (9)	71
Nature Stride	1 per rank (2)	83
Spell-Like Ability (at will)	*alter self* (4)	75
Wild Empathy	2 points (2)	13
Defects & Restrictions		
Code of Conduct	Alignment, Armor (–2)	92
Spell List	Druid (–1)	71
Wild Shape	Rank 9 (–2)	78
Total Attributes	300 points	

Class Skills: Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

William Kwan (Order #5669578)

Table: Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bond +3, cantrips +1, fantasy spells +1, skill bonus +2, wild empathy
2nd	+1	+0	+3	+3	Cantrips +1, nature stride
3rd	+2	+1	+3	+3	Fantasy spells +1, nature stride
4th	+3	+1	+4	+4	Alternate form (wild shape +1), exceptional saves
5th	+3	+1	+4	+4	Fantasy spells +1
6th	+4	+2	+5	+5	Wild shape +1
7th	+5	+2	+5	+5	Fantasy spells +1
8th	+6/+1	+2	+6	+6	Wild shape +1
9th	+6/+1	+3	+6	+6	Fantasy spells +1, minor immunity
10th	+7/+2	+3	+7	+7	Wild shape +1
11th	+8/+3	+3	+7	+7	Fantasy spells +1
12th	+9/+4	+4	+8	+8	Wild shape +1
13th	+9/+4	+4	+8	+8	Fantasy spells +1, spell-like ability
14th	+10/+5	+4	+9	+9	Wild shape +1
15th	+11/+6/+1	+5	+9	+9	Fantasy spells +1, minor immunity
16th	+12/+7/+2	+5	+10	+10	Wild shape +1
17th	+12/+7/+2	+5	+10	+10	Fantasy spells +1
18th	+13/+8/+3	+6	+11	+11	Wild shape +1
19th	+14/+9/+4	+6	+11	+11	
20th	+15/+10/+5	+6	+12	+12	Wild shape +1 (at will)

Druid Class Options

Freyan (Archetype)

Freyans worship the goddess of life and nurturing. Their teachings are of protecting nature and its creatures, even if doing so means going to war.

Hit Dice and Base Attack: Freyans have a d10 hit die and full base attack bonus.

Skill Ranks per Level: 2 + Int modifier.

Weapon and Armor Proficiencies: Freyans are proficient with all simple and martial weapons, light and medium armor, and shields. A freyan is not restricted to wooden weapons or armor.

Nature Bond: A freyan doesn't gain this until 5th level. They can choose from the animal, good, healing, and war domains.

Spellcasting: A freyan's spells are limited. She gains moderate spells known and spells per day (including cantrips). These spells are still prepared from the druid spell list. Her spontaneous spells are likewise limited.

Wild Shape (Su): A freyan can take only one of two forms when using wild shape: A wolf, and a falcon. More powerful versions of these creatures (such as dire wolf or roc) are available as appropriate for the freyan's level.

Camouflage (Su): A freyan gains camouflage (rank 1) at 11th level, and (rank 2) at 17th level.

Greater Spell Access (Su): At 19th level, a freyan chooses 2 spells of each spell level (0 through 6th) from the witch spell list. She can prepare and cast those spells as druid spells of the same level.

Nature Titan

At 1st level, a druid with nature titan gains mecha (rank 1). The mech is constructed of living wood and thick forest flora, allowing the druid to affect it with some of her spells (such as barkskin or ironwood). The druid's mecha rank increases by +1 at 4th, 10th, and 16th level. This replaces the druid's armor and shield proficiencies, as well as bond and wild shape.

Pet Monster

At 1st level, a druid with pet monster gains pet monster (rank 1). The druid's pet monster rank increases by +1 at 4th, 10th, and 16th level. This replaces bond and wild shape.

Fighter

戰鬪員

The heroes of many stories are fighters whose only protection are the skills they've learned in battle. While they may supplement their talents with magical equipment and equally powerful allies, the fighter can nonetheless stand on her own against the enemies she faces.

William Kwan (Order #45669578)

Table: Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat, exceptional saves +1
3rd	+3	+3	+1	+1	Armor training +1 (medium)
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Weapon training +1
6th	+6/+1	+5	+2	+2	Bonus feat, exceptional saves +1
7th	+7/+2	+5	+2	+2	Armor training +1 (heavy)
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	Weapon training +1
10th	+10/+5	+7	+3	+3	Bonus feat, exceptional saves +1
11th	+11/+6/+1	+7	+3	+3	Armor training +1
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	Weapon training +1
14th	+14/+9/+4	+9	+4	+4	Bonus feat, exceptional saves +1
15th	+15/+10/+5	+9	+5	+5	Armor training +1
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	Weapon training +1
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat, exceptional saves +1
19th	+19/+14/+9/+4	+11	+6	+6	Damage Reduction +5
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat, weapon mastery

Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	65
Skill Ranks: 2 + Int modifier	1 per rank (20)	68
Base Attack: Full	2 + 2 per rank (42)	83
Bonus Attacks: 3	4 per rank (12)	83
Saves: Fortitude	2 per rank (48)	65
Weapon Proficiencies	Martial (12)	100
Armor Proficiencies	Heavy (6)	99
Armor Training	3 per rank (12)	63
Shield Proficiencies	Tower Shields (5)	65
Bonus Feats	3 per feat (33)	67
Damage Reduction	2 per rank (10)	63
Exceptional Saves (Fear)	1 per rank (6)	64
Weapon Training	6 per rank (24)	86
Weapon Mastery	10 points (10)	87
Total	300 points	

Class Skills: Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Fighter Class Options

Counter Training

Beginning at 2nd level, a fighter with counter training can watch another creature use an ability gained through an attribute and learn how to negate it. After a creature uses a feat or a rank 1 attribute within line of sight of the fighter, whether it is successful or not, the fighter can make a Perception check as an immediate action (DC 10 + the creature's rank in the attribute + its Intelligence modifier). If the fighter succeeds, creatures draw attacks of opportunity from the fighter when attempting to use the same ability, even if they ordinarily would not. If using the ability would ordinarily draw an attack of opportunity, the fighter's attack is considered a critical threat, although he still misses the creature if the attack is unsuccessful. This lasts until the fighter uses counter training while another ability is being used. The rank of attributes the fighter can counter in this way increases by +1 at 6th level and every 4 levels thereafter. This replaces the bonus feats gained at the listed levels.

For 3 points or a feat, the fighter adds 1 additional attribute that he can counter at a time.

Exceptional Resistance

Starting 3rd level, a fighter with exceptional resistance can choose one type of energy each morning as part of a special, 1-hour training regiment and gains resistance 5 against that type of energy for the day. This resistance increases by 5 at 7th level and every 4 levels thereafter.

At 19th level, the fighter can also choose one energy type to which he is immune for the day during their regiment each morning. This replaces the fighter's armor training and Damage Reduction.

Signature Strike

At 1st level, a fighter with signature strike chooses 1 weapon he can wield and gains special attack (rank 1) when wielding that weapon. The fighter's special attack increases by +1 at 4th level, and every 4 levels thereafter. This replaces the bonus feats gained at the listed levels.

The fighter can also buy additional ranks of special attack using fighter bonus feats.

William Kevan (Order #45669578)

Table: Monk

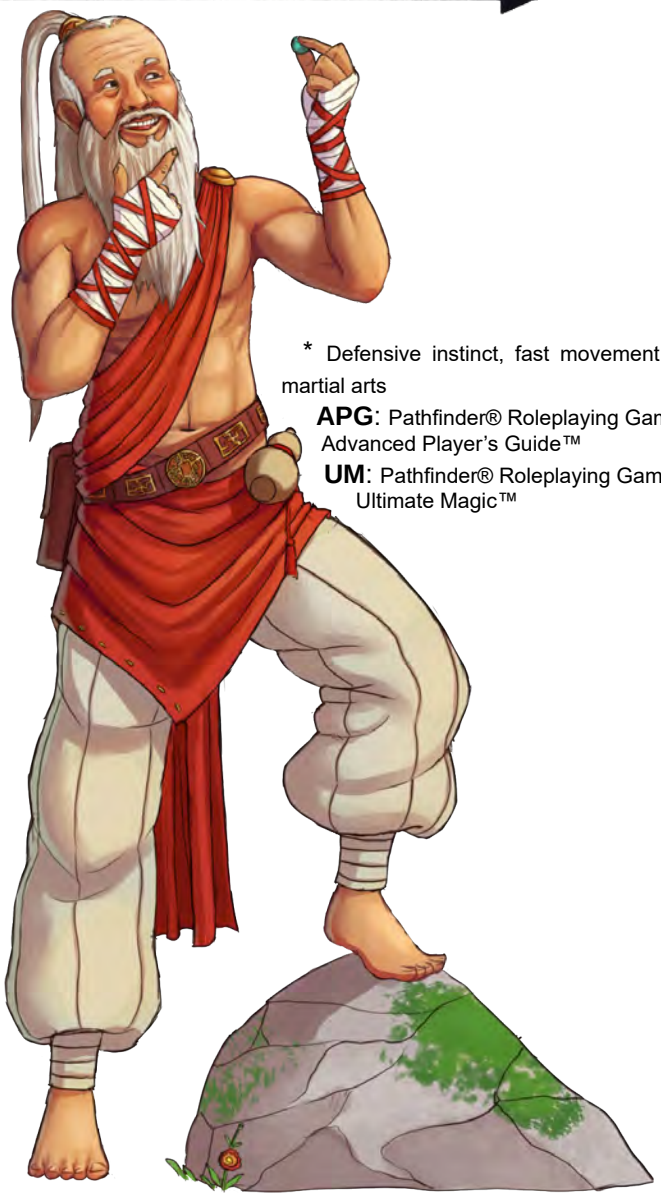
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bonus feat, defensive instinct +1, flurry +1, stunning fist +1, martial arts +1
2nd	+2	+3	+3	+0	Bonus feat, evasion +1
3rd	+3	+3	+3	+1	Fast movement +2, ki pool, overpower +1
4th	+4	+4	+4	+1	Defensive instinct +1, ki pool +1, martial arts +1, still mind
5th	+5	+4	+4	+1	Purity of body, style strike +1
6th	+6/+1	+5	+5	+2	Bonus feat, fast movement +2, ki pool +1
7th	+7/+2	+5	+5	+2	Overpower +1
8th	+8/+3	+6	+6	+2	Defensive instinct +1, ki pool +1, martial arts +1
9th	+9/+4	+6	+6	+3	Evasion +1, fast movement +2, style strike +1
10th	+10/+5	+7	+7	+3	Bonus feat, ki pool +1, overpower +1
11th	+11/+6/+1	+7	+7	+3	Flurry of blows +1
12th	+12/+7/+2	+8	+8	+4	Defensive instinct +1, fast movement +2, Ki pool +1, martial arts +1
13th	+13/+8/+3	+8	+8	+4	Polyglot, style strike +1
14th	+14/+9/+4	+9	+9	+4	Bonus feat, ki pool +1
15th	+15/+10/+5	+9	+9	+5	Fast movement +2, Style strike +1
16th	+16/+11/+6/+1	+10	+10	+5	Defensive instinct +1, ki pool +1, overpower +1, martial arts +1
17th	+17/+12/+7/+2	+10	+10	+5	Minor immunity, style strike +1
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat, fast movement +2, ki pool +1
19th	+19/+14/+9/+4	+11	+11	+6	Twice-saved
20th	+20/+15/+10/+5	+12	+12	+6	DR +10, ki pool +1, martial arts +1

Monk

戦士の僧

The ascetic warriors commonly referred to as monks have adapted to the rigors of the modern world, bringing their ancient outlook to challenge the status quo.

Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	65
Skill Ranks: 4 + Int modifier	1 per rank (40)	65
Base Attack: Full	2 + 2 per rank (42)	83
Bonus Attacks: 3	4 per rank (12)	83
Flurry	2 per attack (4)	83
Style Strike	1 per rank (5)	85
Saves: Fortitude, Reflex	2 per rank (60)	65
Weapon Proficiencies	Monk (2)	100
Bonus Feats	2 per feat (12)	67
Polyglot	2 points (2)	99
Stunning Fist	Progression (7)	100
Damage Reduction	1 per rank (10)	63
Defensive Instinct	1 + 1 per rank (7)	63
Evasion	1 per rank (2)	64
Exceptional Saves	Twice-Saved (1)	64
Fast Movement	1 per rank (12)	81
Ki Pool	2 points (2)	73
Ki Powers	1 per power (9)	73
Overpower	1 per rank (4)	85
Martial Arts	1 per rank (6)	84
Exceptional Resistance	Minor Immunity (2)	64
Purity	4 points (4)	64
Defects & Restrictions		
Armor Penalty	1 + 1 per restriction* (–4)	95
Code of Conduct	Alignment (–2)	92
Total	300 points	



* Defensive instinct, fast movement, and martial arts

APG: Pathfinder® Roleplaying Game: Advanced Player's Guide™

UM: Pathfinder® Roleplaying Game: Ultimate Magic™

William Kwan (Order #5669578)

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Monk Class Option

Zenkai (Archetype)

A zenkai monk is the final guardian of his people, trained by an alien warrior race in magical combat. He is willing to sacrifice his own moral standing if it means protecting the innocent.

Alignment: Any good.

Unarmed Strike (Ex): A zenkai monk increases his unarmed strike damage at 1st, 8th, and 16th level. This alters the progression of unarmed strike.

Dynamic Sorcery: At 1st level, a zenkai monk gains dynamic sorcery (rank 1). The monk's spells are drawn from the zenkai spell list below. The monk's dynamic sorcery rank increases by +1 at 4th, 8th, 12th, and 16th level. This replaces bonus feats, stunning fist, ki pool, and style strike.

Fast Movement: A zenkai monk only increases his movement speed by +5 feet per 3 levels instead. This alters fast movement.

Zenkai Spell List

Zenkai monks can gain a very specific set of spells they can cast using dynamic sorcery. They are also able to research unique spells in the same way a wizard can.

1st—ant haul APG, anticipate peril UM, bless, bless weapon, bristle APG, divine favor, ear-piercing scream, enlarge person, entropic shield, expeditious retreat, feather fall, feather step, jump, keen senses, lead blades APG, magic missile, magic weapon, sanctuary, shield, shillelagh, true strike, youthful appearance UM

2nd—acute senses UM, aid, bear's endurance, bull's strength, cat's grace, barkskin, bestow grace APG, delay pain UM, levitate, mirror image, protection from arrows, resist energy, scorching ray, shatter, status

3rd—arcane sight, blur, cloak of winds APG, fly, force punch UM, heroism, protection from energy, rage (self only), water walk

4th—air walk, ball lightning APG, detonate APG, dimension door, divine power, greater false life UM, lesser age resistance UM, lesser globe of invulnerability, locate creature, primal scream UM, stoneskin

5th—aspect of the wolf APG, contact other plane, displacement, fireball, flame strike, overland flight, righteous might, slay living, telepathic bond, teleport

Table: Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Smite +1, spell-like ability
2nd	+2	+3	+0	+3	Bolstered defenses, lay on hands
3rd	+3	+3	+1	+3	Aura (exceptional saves), mercy, minor immunity +2
4th	+4	+4	+1	+4	Channel energy, fantasy spellcasting +1, smite +1
5th	+5	+4	+1	+4	Bond
6th	+6/+1	+5	+2	+5	Mercy
7th	+7/+2	+5	+2	+5	Fantasy spellcasting +1, smite +1
8th	+8/+3	+6	+2	+6	Aura (exceptional saves), minor immunity
9th	+9/+4	+6	+3	+6	Mercy
10th	+10/+5	+7	+3	+7	Fantasy spellcasting +1, smite +1
11th	+11/+6/+1	+7	+3	+7	Aura (smite evil)
12th	+12/+7/+2	+8	+4	+8	Mercy
13th	+13/+8/+3	+8	+4	+8	Fantasy spellcasting +1, smite +1
14th	+14/+9/+4	+9	+4	+9	Aura (overpower)
15th	+15/+10/+5	+9	+5	+9	Mercy
16th	+16/+11/+6/+1	+10	+5	+10	Smite +1
17th	+17/+12/+7/+2	+10	+5	+10	Aura (exceptional saves), DR +5, minor immunity
18th	+18/+13/+8/+3	+11	+6	+11	Mercy
19th	+19/+14/+9/+4	+11	+6	+11	Smite +1
20th	+20/+15/+10/+5	+12	+6	+12	DR +5, holy champion

Paladin

騎士

Where the fighter is often the star when it comes to physical combat, the paladin is the moral compass that guides their allies to greatness without compromising their ideals. Masters of both etiquette and battle, paladins are well suited to facing enemies and quests that challenge their views.

William Kwan (Order #45669578)

Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	65
Skill Ranks: 2 + Int modifier	1 per rank (20)	68
Base Attack: Full	2 + 2 per rank (42)	83
Bonus Attacks: 3	4 per rank (12)	83
Saves: Fortitude, Will	2 per rank (60)	65
Weapon Proficiencies	Martial (12)	100
Armor Proficiencies	Heavy (6)	99
Shield Proficiencies	Shields (3)	65
Aura	5 auras (5)	69
Bond: Companion/Weapon	6 points (6)	79
Damage Reduction	1 per rank (10)	63
Exceptional Resistance	Minor Immunity (8)	64
Exceptional Saves	2 points (6)	64
Bolstered Defenses	4 points (4)	64
Fantasy Spells	4 per rank (16)	71
Lay on Hands	4 points (4)	73
Channel Energy	4 points (4)	69
Holy Champion	3 points (3)	73
Mercy	2 per rank (12)	73
Smite	2 per rank (14)	85
Holy Champion	2 points (2)	73
Overpower	2 points (2)	85
Spell-Like Ability (at will)	*detect evil* (2)	75
Defects & Restrictions		
Code of Conduct	Alignment, ethics (–3)	92
Reduced Spells per Day	2 points (–2)	95
Spell List	Paladin (–4)	71
Total	300 points	

Class Skills: Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Paladin Class Option

Alexandrian (Archetype)

The Alexandrians are a sect of paladins who seek to rid the world of supernatural creatures through skill at arms, always walking a fine line between man and monster.

Weapon and Armor Proficiencies: Alexandrians are proficient with all simple weapons and light armor, as well as a one-handed weapon favored by their deity.

Justice and Order: At 1st level, an Alexandrian gains both his divine bond and Two-Weapon Fighting as a bonus feat, even if he wouldn't meet the prerequisites. He can wield two of the weapons favored by his deity as if both were light, and may apply the benefits of his bond to the weapon in his main hand as long as he is not wearing heavy armor or carrying a heavy load.

At 6th level, the Alexandrian gains Improved Two-Weapon Fighting. At 8th level, he can divide his bond between both his weapons. At 12th level, he gains Greater Two-Weapon Fighting. This alters bond and replaces the mercies gained at 6th and 12th level.

Scripture (Sp): At 3rd level, an Alexandrian spend a use of lay on hands to cast *entangle* with a spell level equal to half his paladin level (up to 9th). Rather than vines, this effect is created with pages of holy text that the Alexandrian can use as a standard action to damage all entangled undead as if touching them with his lay on hands.

At 8th level, the Alexandrian can spend 2 uses of lay on hands to cast *dimension door* or *haste*. At 17th level, he adds *foresight* to this list. This replaces the auras and exceptional saves gained at the listed levels.

Medium Armor Proficiency: At 4th level, an Alexandrian gains proficiency with medium armor and increases his movement speed by 10 feet.

Ranger

狩人

The fantasy ranger is a skilled guide able to safely lead adventuring parties through perilous environments using expert knowledge and understanding of the local inhabitants. When faced with an imminent threat, the ranger can jump into the fray, bow or pair of weapons in hand.

William Kwan (Order #5669578)

Table: Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Favored enemy, track, wild empathy
2nd	+2	+3	+3	+0	Bonus feat
3rd	+3	+3	+3	+1	Endurance, nature stride (favored terrain +1)
4th	+4	+4	+4	+1	Fantasy spells +1, bond
5th	+5	+4	+4	+1	Favored enemy +1
6th	+6/+1	+5	+5	+2	Bonus feat
7th	+7/+2	+5	+5	+2	Fantasy spells +1, nature stride (woodland stride)
8th	+8/+3	+6	+6	+2	Swift tracker, favored terrain +1
9th	+9/+4	+6	+6	+3	Evasion
10th	+10/+5	+7	+7	+3	Fantasy spells +1, favored enemy +1, bonus feat +1
11th	+11/+6/+1	+7	+7	+3	Favored enemy (quarry +1)
12th	+12/+7/+2	+8	+8	+4	Camouflage +1
13th	+13/+8/+3	+8	+8	+4	Fantasy spells +1, favored terrain +1
14th	+14/+9/+4	+9	+9	+4	Bonus feat
15th	+15/+10/+5	+9	+9	+5	Favored enemy +1
16th	+16/+11/+6/+1	+10	+10	+5	Improved evasion
17th	+17/+12/+7/+2	+10	+10	+5	Camouflage +1
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat, favored terrain +1
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry
20th	+20/+15/+10/+5	+12	+12	+6	Favored enemy +1, master hunter

Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	65
Skill Ranks: 6 + Int modifier	3 per rank (60)	68
Base Attack: Full	2 + 2 per rank (42)	83
Bonus Attacks: 3	4 per rank (12)	83
Saves: Fortitude, Reflex	2 per rank (60)	65
Weapon Proficiencies	Martial (12)	100
Armor Proficiencies	Medium (5)	99
Shield Proficiencies	Shields (3)	65
Bond: Animal Companion	2 points (2)	79
Bonus Feats	Combat Style Feats (10)	67
Endurance	1 point (1)	98
Track	Swift Tracker (3)	99
Camouflage	1 per rank (2)	67
Evasion	1 per rank (2)	64
Fantasy Spells	3 per rank (12)	71
Favored Enemy	2 per rank (10)	83
Master Hunter	1 point (1)	83
Quarry	1 per rank (2)	84
Nature Stride	Woodland Stride (1)	83
Favored Terrain	1 per rank (4)	83
Wild Empathy	2 points (2)	13
Defects & Restrictions		
Reduced Spells per Day	2 points (–2)	95
Spell List	Ranger (–4)	71
Total	300 points	

Class Skills: Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Ranger Class Options

Arcane Hunter

At 4th level, a ranger with arcane hunter gains spells drawn from the magus spell list UM. Whenever she casts a spell with a range of "touch" from that list, she can deliver that spell through any weapon she is wielding as part of an attack. If the ranger confirms a critical hit with such an attack, the spell only deals double damage. This alters the ranger's spell list and replaces the bonus feats gained at 10th, and 18th level.

Familiar Bond

At 2nd level, a ranger with familiar bond gains an arcane familiar, as the wizard feature. The ranger's effective wizard level is equal to her ranger class level. This replaces bond and the bonus feat gained at 2nd level.

Rogue

破落戸

A rogue is the ultimate sneak, with the tools and ability to fulfill a variety of roles, from scout, to puzzle-solver, to assassin. No two rogues are ever exactly alike because every rogue has their own method of achieving their goals.

William Kwan (Order #45669578)

Table: Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Finesse training, sneak attack +1, trapfinding
2nd	+1	+0	+3	+0	Evasion, rogue talent
3rd	+2	+1	+3	+1	Danger sense +1, finesse training +1, sneak attack +1
4th	+3	+1	+4	+1	Debilitating injury +1, rogue talent, uncanny dodge
5th	+3	+1	+4	+1	Lore master +1, sneak attack +1
6th	+4	+2	+5	+2	Danger sense +1, rogue talent
7th	+5	+2	+5	+2	Sneak attack +1
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, rogue talent
9th	+6/+1	+3	+6	+3	Danger sense +1, sneak attack +1
10th	+7/+2	+3	+7	+3	Advanced talents, cunning +2, debilitating injury +1, lore master +1, rogue talent
11th	+8/+3	+3	+7	+3	Finesse training, sneak attack +1
12th	+9/+4	+4	+8	+4	Danger sense +1, rogue talent
13th	+9/+4	+4	+8	+4	Sneak attack +1
14th	+10/+5	+4	+9	+4	Rogue talent
15th	+11/+6/+1	+5	+9	+5	Danger sense +1, lore master +1, sneak attack +1
16th	+12/+7/+2	+5	+10	+5	Rogue talent, debilitating injury +1
17th	+12/+7/+2	+5	+10	+5	Sneak attack +1
18th	+13/+8/+3	+6	+11	+6	Danger sense +1, rogue talent
19th	+14/+9/+4	+6	+11	+6	Finesse training, sneak attack +1
20th	+15/+10/+5	+6	+12	+6	Jack-of-all-trades +2, lore master +1, master strike, rogue talent

Class Features	Point Cost	Pg
Hit Die: d8.	2 per rank (40)	65
Skill Ranks: 8 + Int modifier.	4 per rank (80)	68
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Saves: Reflex	2 per rank (48)	65
Weapon Proficiencies	Simple+Rogue (8)	100
Armor Proficiencies	Light (3)	99
Cunning	1 per rank (2)	67
Danger Sense	2 per rank (12)	63
Evasion	1 per rank (1)	64
Finesse Training	2 per rank (8)	100
Jack-of-All-Trades	1 per rank (2)	67
Lore Master	1 per rank (4)	68
Rogue Talents	2 per talent (20)	67
Advanced Talents	1 point (1)	67
Sneak Attack	2 per rank (20)	86
Debilitating Injury	1 per rank (3)	83
Master Strike	3 points (3)	86
Trapfinding	2 points (2)	99
Uncanny Dodge, Improved	3 points (3)	65
Total	300 points	

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Rogue Class Options

Blackguard (Archetype)

A blackguard is a rogue whose combat training has taken precedent over other skills and talents. Butchers on the field of battle, the blackguards earn their deadly reputation with ease.

Skill Ranks per Level: 4 + Int modifier.

Hit Dice and Base Attack: A blackguard's hit die is d10 and his base attack bonus is equal to his rogue level.

Weapon and Armor Proficiency: A blackguard is proficient with all simple and martial weapons, light and medium armor.

Rogue Talents: Blackguards do not gain rogue talents.

Improved Evasion: At 14th level, a blackguard gains evasion (rank 2).

Flunkies

At 5th level, the rogue gains flunkies (2 points, rank 1). The rogue's flunkies rank increases by +1 at 10th, 15th, and 20th level. This replaces lore master, cunning, and jack-of-all-trades.

Replicate

At 2nd level, a rogue with replicate can use a standard action to split himself into two 1st-level rogues with all of his Ability scores and exactly half his current hit points (rounded down) for up to 1 minute. Figure all other attributes, feats, and abilities appropriately for the duplicates.

At 6th, 10th, 14th, and 18th level, the level of the duplicates increases proportionately (3rd, 5th, 7th, and 9th, respectively). Starting at 12th level, the rogue can create exact duplicates of his level (each with half his current hit points) for up to 3 rounds each day. He can do this for up to 6 rounds at 16th level, and up to 1 minute at 20th level. These rounds need not be consecutive. This replaces rogue talents, danger sense, and debilitating injury.

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Defect: The duplicates' total remaining hit points are added back to become the rogue's hit points again when the effect ends.

Sorcerer

妖術者

Sorcerers are individuals born with great power coursing through their veins. As they age, the magic within boils to the surface, sometimes lashing out with no control or direction. Sorcerers who learn to harness their gift earn great renown, while those who do not are feared for their unpredictability.

Class Features	Point Cost	Pg
Hit Die: d6.	1 per rank (20)	65
Skill Ranks: 2 + Int modifier.	1 per rank (20)	68
Base Attack: Poor	2 + 2 per rank (22)	83
Bonus Attacks: 1	4 per rank (4)	83
Saves: Will	2 per rank (48)	65
Weapon Proficiencies	Simple (6)	100
Bloodline*	2 points (2)	7
Bloodline Feats	2 per feat (6)	7
Bloodline Powers	6 per power (30)	7
Bloodline Spells	3 per spell (27)	7
Eschew Materials	2 points (2)	98
Fantasy Spells	12 per rank (108)	71
Cantrips	1 + 1 per rank (9)	69
Defects & Restrictions		
Arcane Spell Failure	No armor or shield (–3)	95
Spells Known	Full (–1)	95
Total	300 points	

Class Skills: Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Table: Sorcerer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Bloodline power, cantrips +1, eschew materials, fantasy spells +1
2nd	+1	+0	+0	+3	Cantrips +1
3rd	+1	+1	+1	+3	Bloodline power, bloodline spell
4th	+2	+1	+1	+4	Cantrips +1, fantasy spells +1
5th	+2	+1	+1	+4	Bloodline spell
6th	+3	+2	+2	+5	Cantrips +1, fantasy spells +1
7th	+3	+2	+2	+5	Bloodline feat, bloodline spell
8th	+4	+2	+2	+6	Cantrips +1, fantasy spells +1
9th	+4	+3	+3	+6	Bloodline power, bloodline spell
10th	+5	+3	+3	+7	Cantrips +1, fantasy spells +1
11th	+5	+3	+3	+7	Bloodline spell
12th	+6/+1	+4	+4	+8	Fantasy spells +1
13th	+6/+1	+4	+4	+8	Bloodline feat, bloodline spell
14th	+7/+2	+4	+4	+9	Fantasy spells +1
15th	+7/+2	+5	+5	+9	Bloodline power, bloodline spell
16th	+8/+3	+5	+5	+10	Fantasy spells +1
17th	+8/+3	+5	+5	+10	Bloodline spell
18th	+9/+4	+6	+6	+11	Fantasy spells +1
19th	+9/+4	+6	+6	+11	Bloodline feat, bloodline spell
20th	+10/+5	+6	+6	+12	Bloodline power

Sorcerer Archetype

Dragon Slayer (Archetype)

Dragon slayers are a special breed of sorcerers, developed over five generations to manipulate the magic inherent to dragons of every kind. Their gift can be acquired by consuming dragon flesh, being imbued with a dragon's soul, or some combination of the two alongside training from the dragons they would eventually betray.

Spellcasting: Dragon slayers gain 1 fewer spell per day of each spell level they can cast.

Unarmed Strike (Ex): At 1st level, a dragon slayer gains Improved Unarmed Strike as a bonus feat. The dragon slayer's unarmed strike functions as the monk feature of the same name, increasing her unarmed damage as appropriate for her size at 1st, 4th, 8th, 12th, 16th, and 20th level.

This is the ooze bloodline as an example. For additional bloodlines, see the *Pathfinder Roleplaying Game Core Rulebook* or visit www.d20pfsrd.com/classes/core-classes/sorcerer/bloodlines

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Dragon Element: All dragon slayers have both the draconic and elemental bloodlines. When a dragon slayer would gain a bloodline feat, power, or spell, she chooses 1 from either bloodline. She can choose lower level bloodline powers or spells she does not already have in place of higher-level powers or spells. Spells chosen in this way always use the spell level that they would be if the sorcerer had learned them with the appropriate bonus spell. This alters the sorcerer's bloodline.

Eyes of the Dragon (Su): As a dragon slayer grows in power, her natural form attempts to reject the draconic magic within. She takes a penalty on all Fortitude saving throws equal to the total number of bloodline powers she possesses. Half of this penalty also applies to the dragon slayer's Perception checks. The dragon slayer can trade her 9th-level bloodline power to reduce the total penalty by half.

Dragon Familiar (Ex): At 3rd level, a dragon slayer can use her bloodline feat to gain a familiar, as the wizard arcane bond feature. She does not gain the bonus granted by that familiar, and the familiar does not gain the deliver touch spells, scry on familiar, share spells, speak with animals of its kind, or spell resistance special abilities.

At 7th level, the dragon slayer adds Improved Familiar to her list of bloodline feats, but only to transform her familiar into a faerie dragon, pseudodragon, or another draconic option (her choice). This alters bloodline feats.

Summoner

召し主

Summoners reach into the arcane reaches of reality to create and call forth powerful eidolons to fight for them. When their companion of choice needs to rest, they can summon a collection of otherworldly creatures to challenge their enemies.

Class Features	Point Cost	Pg
Hit Die: d8.	2 per rank (40)	65
Skill Ranks: 2 + Int modifier.	1 per rank (20)	68
Base Attack: Moderate	2 + 2 per rank (32)	83
Bonus Attacks: 2	4 per rank (8)	83
Saves: Will	2 per rank (48)	65
Weapon Proficiencies	Simple (6)	100
Armor Proficiencies	Light (3)	99
Bond: Eidolon	4 + 3 per rank (49)	79
Aspect	3 per rank (6)	65
Bond Senses	2 points (2)	66
Life Link	3 per rank (6)	66
Maker's Call	1 + 1 per rank (5)	66
Merge Forms	6 points (6)	66
Shield Ally	3 per rank (6)	66
Transposition	2 points (2)	66
Twin Eidolon	5 points (5)	67
Fantasy Spells	6 per rank (36)	71
Cantrips	1 + 1 per rank (6)	69
Summon Monster	2 + 2 per rank (22)	75
Defects & Restrictions		
Arcane Spell Failure	Light (–2)	95
Spell List	Summoner (–4)	71
Spells Known	Moderate (–2)	95
Total	300 points	

Class Skills: Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Eidolons

Eidolons function as companions gained through bond except as noted here. An eidolon's attributes are referred to as evolutions, but otherwise function identically. *Restriction*: Eidolons cannot buy attributes worth more than 4 points (some subtypes circumvent this restriction).

Base Forms

All eidolons have a base form that gives them a physical presence while they are active. The base forms described here are the default values, modified by the eidolon's subtype.

Anon

An eidolon with the anon base form is an amorphous, semi-solid creature that flies in some way to get around.

Starting Statistics: Size Medium; Speed 10 ft, fly 20 ft. (average); AC +2 natural armor; Saves Fort (poor), Ref (poor), Will (good); Attack slam (1d4); Ability Scores Str 7, Dex 13, Con 14, Int 11, Wis 10, Cha 14.

Biped

An eidolon with the biped base form can appear humanoid, with 2 legs and 2 or more arms.

Starting Statistics: Size Medium; Speed 30 ft.; AC +2 natural armor; Saves Fort (good), Ref (poor), Will (good); Attack 2 claws (1d4); Ability Scores Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11.

Quadruped

An eidolon with the quadruped base form always has at least 4 legs. It can also have arms, making it tauric.

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Saves Fort (good), Ref (good), Will (poor); Attack bite (1d6); Ability Scores Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11.

Serpentine

An eidolon with the serpentine base form has no legs, preferring to slither and climb. It may have arms.

Starting Statistics: Size Medium; Speed 20 ft., climb 20 ft.; AC +2 natural armor; Saves Fort (poor), Ref (good), Will (good); Attack bite (1d6), tail slap (1d6); Ability Scores Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11.

Subtypes

All eidolons are outsiders. An eidolon's subtype defines its base form as well as the evolutions it begins with and can choose with its evolution pool. Some of the subtypes available to all eidolons are listed here. They can be used as examples when creating other subtypes with appropriate themes. The GM has final say on what attributes are appropriate for an eidolon's subtype.

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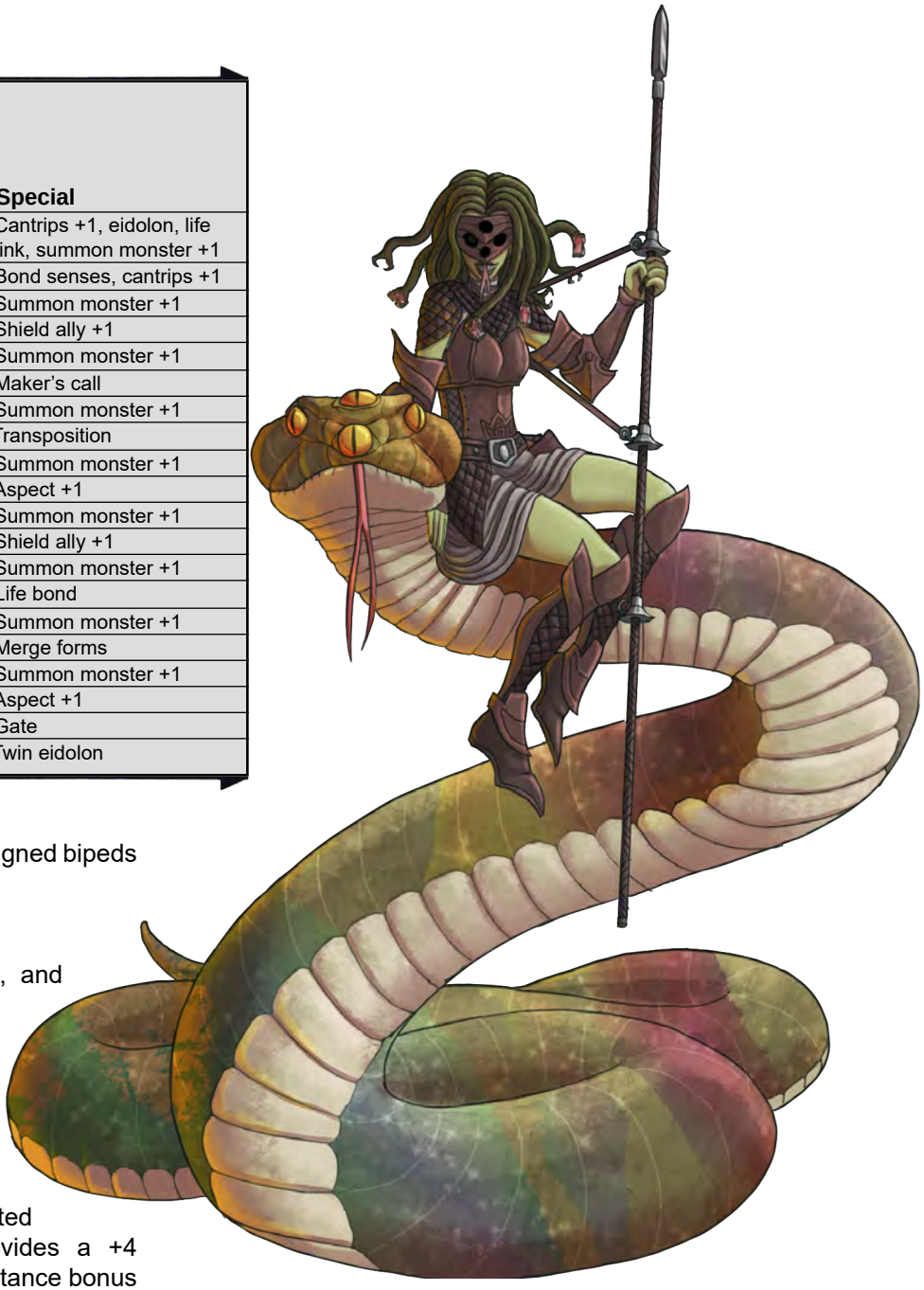
Table: Summoner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Cantrips +1, eidolon, life link, summon monster +1
2nd	+1	+0	+0	+3	Bond senses, cantrips +1
3rd	+2	+1	+1	+3	Summon monster +1
4th	+3	+1	+1	+4	Shield ally +1
5th	+3	+1	+1	+4	Summon monster +1
6th	+4	+2	+2	+5	Maker's call
7th	+5	+2	+2	+5	Summon monster +1
8th	+6/+1	+2	+2	+6	Transposition
9th	+6/+1	+3	+3	+6	Summon monster +1
10th	+7/+2	+3	+3	+7	Aspect +1
11th	+8/+3	+3	+3	+7	Summon monster +1
12th	+9/+4	+4	+4	+8	Shield ally +1
13th	+9/+4	+4	+4	+8	Summon monster +1
14th	+10/+5	+4	+4	+9	Life bond
15th	+11/+6/+1	+5	+5	+9	Summon monster +1
16th	+12/+7/+2	+5	+5	+10	Merge forms
17th	+12/+7/+2	+5	+5	+10	Summon monster +1
18th	+13/+8/+3	+6	+6	+11	Aspect +1
19th	+14/+9/+4	+6	+6	+11	Gate
20th	+15/+10/+5	+6	+6	+12	Twin eidolon



Angel

Eidolons with the angel subtype are good-aligned bipeds with natural attack (slam 1 point).

Angels have the following base attributes.

Level	Attributes
1st	Resistance (acid), resistance (cold), and +4 on saves against poison.
4th	Electricity resistance 10 and fire resistance 10.
8th	Flight (large, feathery wings).
12th	DR 5/evil, immunity to petrification, and truespeech
16th	Immunity to acid and cold.
20th	Against attacks made or effects created by evil creatures, the eidolon provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of it. Otherwise, it functions as *magic circle against evil* and *lesser globe of invulnerability*, both with a radius of 20 feet and caster level 15.

Azata

Eidolons with the azata subtype are chaotic good-aligned bipeds or serpentine outsiders.

Azata have the following base attributes.

Level	Attributes
1st	Simple weapon proficiency, martial weapon proficiency, and resistance (electricity).
4th	Cold resistance 10 and fire resistance 10.
8th	Flight (large, feathery wings).
12th	DR 5/evil, immunity to petrification, and truespeech
16th	Immunity to electricity and ability increase (any 1).
20th	As a standard action, can transform to anon base form with no attacks, incorporeal, and double flight speed.

Demon

Eidolons with the demon subtype are chaotic evil-aligned bipeds with natural attack (claws 2 points); quadrupeds with natural attack (bite 1 point); or serpentine outsiders with natural attack (bite 2 points with reach).

Demons have the following base attributes.

Level	Attributes
1st	Resistance (electricity), resistance (fire), and +4 on saves against poison.
4th	Acid resistance 10 and cold resistance 10.
8th	Immunity to poison and +1 evolution point.
12th	DR 5/good and ability increase (any 1).
16th	Telepathy and immunity to electricity.
20th	Trueseeing

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Table: Eidolon

Class Level	HD d10	BAB	Good Saves	Poor Saves	Skill Ranks	Feats	Armor Bonus	Str/Dex Bonus	Evolution Pool	Max Attacks	Special
1st	+1	+1	+2	+0	+2	+1			+1	3	Base form, darkvision, link, share spells
2nd	+1	+2	+3	+0	+2		+2	+1	+1	3	Evasion +1
3rd	+1	+3	+3	+1	+2	+1			+1	3	—
4th		+3	+3	+1						4	Base evolutions
5th	+1	+4	+4	+1	+2		+2	+1	+1	4	Ability score increase
6th	+1	+5	+4	+1	+2	+1			+1	4	Devotion
7th	+1	+6	+5	+2	+2		+2	+1	+1	4	—
8th		+6	+5	+2						4	Base evolutions
9th	+1	+7	+5	+2	+2	+1			+1	5	Multiattack
10th	+1	+8	+6	+2	+2		+2	+1	+1	5	Ability score increase
11th	+1	+9	+6	+3	+2	+1			+1	5	—
12th		+9	+6	+3			+2	+1		5	Base evolutions
13th	+1	+10	+7	+3	+2				+1	5	—
14th	+1	+11	+7	+3	+2	+1			+1	6	Evasion +1
15th	+1	+12	+8	+4	+2		+2	+1	+1	6	Ability score increase
16th		+12	+8	+4						6	Base evolutions
17th	+1	+13	+8	+4	+2	+1	+2	+1	+1	6	—
18th	+1	+14	+9	+4	+2				+1	6	—
19th	+1	+15	+9	+5	+2	+1			+1	7	—
20th		+15	+9	+5			+2	+1		7	Base evolutions

Devil

Eidolons with the devil subtype are lawful evil-aligned bipeds with natural attack (claws 2 points).

Devils have the following base attributes.

Level	Attributes
1st	Resistance (fire), skilled (Bluff), and +4 on saves against poison.
4th	Acid resistance 10 and cold resistance 10.
8th	Immunity to poison and skilled (Diplomacy).
12th	DR 5/good, and darkvision (rank 3).
16th	Telepathy and immunity to fire.
20th	Regeneration 5 (good weapons, good spells). *Restriction*: Banished as normal for eidolons if they take enough damage.

Elemental

Eidolons with the elemental subtype are neutral anon outsiders with natural attack (slam 2 points or tentacles 4 points), bipeds with natural attack (slam 1 point), or serpentine outsiders with natural armor (rank 2 point) and natural attack (bite 1 point with reach).

Restriction: When first summoned, the eidolon becomes an air, earth, fire, or water elemental (chosen by the summoner). Once chosen, this cannot be changed.

All elementals have the following base attributes.

Level	Attributes
1st	Immunity to paralysis, and sleep.
4th	+1 evolution point.
12th	Immunity to bleed, flanking, poison, and stun.
16th	Immunity to critical hits and precision-based damage (such as from sneak attack).

Air Elementals also have the following attributes.

1st	Immunity to electricity.
8th	Flight (rank 1) with perfect maneuverability.
20th	As a standard action, can create a whirlwind with a maximum height of 15 feet (30 feet for a Large air elemental) that deals 1d6 points of damage (1d8 for a Large air elemental).

Earth Elementals also have the following attributes.

1st	Immunity to acid.
8th	Burrow (6 points).
20th	DR 5/– and +1 to attacks, bull rush, damage, and overrun if its target is touching the ground; or –4 if not.

Fire Elementals also have the following attributes.

1st	Immunity to fire.
8th	+20-foot base speed.
20th	Energy attack (fire) and natural attacks deal burn damage appropriate for its size.

Water Elementals also have the following attributes.

1st	Immunity to cold.
8th	Swim 50 feet and water breathing.
20th	Can put out non-magical flames of Large size or smaller, and can dispel magical fire it touches as dispel magic (caster level equals elemental's total Hit Dice). As a standard action, can create a whirlwind under water (a vortex) with a maximum depth of 15 feet (30 feet for a Large water elemental) that deals 1d6 points of damage (1d8 for a Large water elemental).

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Undead

Eidolons with the undead subtype are neutral bipeds with natural attack (bite 1 point and claws 2 points or slam 1 point) or quadrupeds with natural attack (bite 2 points and bleed 3 points).

All undead have the following base attributes.

Level	Attributes
1st	Undead appearance [UM].
4th	+1 evolution point.
8th	+4 on saves against disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning.
12th	DR 5/slashing and frightful presence.
16th	Immunity to critical hits and precision-based damage (such as from sneak attack).
20th	DR 5/– and immunity to disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning.

Undead Appearance: Negative energy heals the eidolon, and positive energy harms it. Spells and effects that target undead or have specific effects against undead affect the eidolon as if it were undead. The eidolon gains a +2 bonus on saves against disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning.

Although the eidolon appears undead, it is still an outsider.

Wizard

魔術師

As masters of the arcane arts, wizards are often seen as the most powerful of spellcasters. Magic tomes of spells fill libraries, keeps, and castles where wizards train and study. Through hard work and preparation, a wizard can cast spells from a variety of schools.

Class Features	*Point Cost*	*Pg*
Hit Die: d6.	1 per rank (20)	65
Skill Ranks: 2 + Int modifier.	1 per rank (20)	68
Intellectual	20 points (20)	67
Base Attack: Poor	2 + 2 per rank (22)	83
Bonus Attacks: 1	4 per rank (4)	83
Saves: Will	2 per rank (48)	65
Weapon Proficiencies	Wizard (1)	100
Arcane School	1 + 3 per rank (10)	68
School Spell Slots	3 per spell (27)	68
Bond: familiar/object	2 per rank (4)	79
Bonus Feats	3 per feat (12)	67
Scribe Scroll	3 points (3)	99
Fantasy Spells	12 per rank (108)	71
Cantrips	1 + 1 per rank (4)	69
Defects & Restrictions		
Arcane Spell Failure	No armor or shield (–3)	95
Total	300 points	

Class Skills: Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Universalist Wizard

Universalist wizards have a different point breakdown for their arcane school worth the same total points.

Hand of the Apprentice	3 points (3)	56
Intellectual Student (attacks)	10 points (10)	67
Metamagic Mastery	4 per rank (24)	56

UM: Pathfinder® Roleplaying Game: Ultimate Magic™

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Table: Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Arcane school +1, bond, cantrips +1, fantasy spells +1, intellectual (spells), school spell slot, scribe scroll
2nd	+1	+0	+0	+3	Cantrips +1
3rd	+1	+1	+1	+3	Fantasy spells +1, school spell slot
4th	+2	+1	+1	+4	—
5th	+2	+1	+1	+4	Bonus feat, fantasy spells +1, school spell slot
6th	+3	+2	+2	+5	—
7th	+3	+2	+2	+5	Fantasy spells +1, school spell slot
8th	+4	+2	+2	+6	Arcane school +1
9th	+4	+3	+3	+6	Fantasy spells +1, school spell slot
10th	+5	+3	+3	+7	Bonus feat
11th	+5	+3	+3	+7	Fantasy spells +1, school spell slot
12th	+6/+1	+4	+4	+8	—
13th	+6/+1	+4	+4	+8	Fantasy spells +1, school spell slot
14th	+7/+2	+4	+4	+9	—
15th	+7/+2	+5	+5	+9	Bonus feat, fantasy spells +1, school spell slot
16th	+8/+3	+5	+5	+10	—
17th	+8/+3	+5	+5	+10	Fantasy spells +1, school spell slot
18th	+9/+4	+6	+6	+11	—
19th	+9/+4	+6	+6	+11	—
20th	+10/+5	+6	+6	+12	Arcane school +1, bonus feat

Hand of the Apprentice (Su)

You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Metamagic Mastery (Su)

You can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day at 8th level and one additional time per day for every two wizard levels you possess beyond 8th. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.

Wizard Class Options

Arcane Student (Archetype)

Wizards are students of the arcane arts, and they can focus or broaden those studies in several ways. Most wizards in anime are generalists, learning a little bit of everything so that they have the right answer at the right time. Those who specialize often do so out of a need for the story or the setting.

Arcane students are always learning something new, taking their expertise as spellcasters to the next level. Rigorous study and years of dedication have shown these wizards that specialization is only one path to success.

Arcane Course Talents: At 1st level, and every odd level thereafter, an arcane studen gains 1 course talent of his choice. These talents can be chosen from the arcana, nature, occultism,

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or religion course talents available to the student, or they can be chosen from the arcane course talents listed at the end of this section. The first course talent the wizard chooses becomes his major. An arcane student can retrain his major when he gains a new level or by spending 1 week during downtime.

At 13th level, an arcane student gains the pregraduate benefit from his major. He can retrain both his major and pregraduate benefits when he gains a new level, or by spending 2 weeks during downtime.

At 20th level, an arcane student gains the graduate benefits from his major. He can retrain his major, pregraduate, and graduate benefits by spending 1 week during downtime to do so.

Arcane Course Talents replace the wizard's arcane arcane school, arcane bond, and bonus feats.

School Spells: At 2nd level, and every even level thereafter, an arcane student adds an additional spell to his spellbook. These spells can be from any school he has chosen as part of his arcane course talents.

If he has at least one course talent from the student class (pg 36), the arcane student can learn hand of the apprentice instead, which he can use a number of times per day equal to 1 + his Intelligence modifier, plus 1 additional time per day each time he chooses it. Beginning at 8th level, he can also learn metamagic mastery one additional time per day instead of gaining a school spell.

This alters and replaces school spells.

Symbologist (Archetype)

Symbologists are practitioners of mystic arts who have developed a means of casting spells with only hand gestures. As their mastery increases, so too do the complex and strange nature of their powers.

Class Skills: At 1st level, a symbologist adds Perception and Sleight of Hand to his list of class skills and removes Fly and Linguistics. This alters the wizard's class skills.

Symbolic Spells (Ex): At 1st level, a symbologist gains Silent Spell as a bonus feat. When preparing spells for the day, the symbologist can apply this feat to a number of spells up to his Intelligence modifier + 1/2 his wizard level without increasing their spell level. Those spells instead gain a somatic component, and a spell with two somatic components as a result requires both of the symbologist's hands to be free in order to cast it. This replaces bond and Scribe Scroll.

Spell Feint (Ex): At 1st level, a symbologist can use Sleight of Hand to feint in combat with a bonus on the check equal to his Intelligence modifier. If the symbologist successfully feints against a creature, the next spell he casts does not draw attacks of opportunity from that creature.

Beginning at 5th level, a symbologist can use Sleight of Hand to feint as a move action. This becomes a swift action at 15th level.

Beginning at 10th level, the symbologist adds half his total ranks in Sleight of Hand as a circumstance bonus on caster level checks to overcome a creature's spell resistance.

At 20th level, a symbologist no longer draws attacks of opportunity when casting any spell unless a creature succeeds at a Perception or Sense Motive check (DC 10 + the symbologist's total Sleight of Hand bonus). The symbologist can still attempt to feint against a creature that succeeds. This replaces bonus feats.

Schools and Arcane Course Talents

In place of the options available in the *Pathfinder Roleplaying Game Core Rulebook*, a wizard can gain the major, pre-graduate, and graduate benefits of the arcane course talents listed here. Those benefits are gained at 1st, 8th, and 20th-level, respectively.

Abjuration

Add Escape Artist, Perception, and Sense Motive to your list of class skills and gain 1 skill rank in each.

Major: Reduce fall damage by 5 ft. plus 5 ft. per 3 wizard levels.

Pre-Graduate: Once per day when you make a Reflex saving throw, roll the saving throw twice and take the better result. You must decide to use this ability before the saving throw is attempted.

Graduate: The first 5 feet of your movement never provokes attacks of opportunity. When you withdraw, the first 2 squares you leave are not considered threatened by any opponent you can see.

Conjuration

Add Heal to your list of class skills. You gain 1 rank in a Craft skill of your choice, as well as Heal and Sleight of Hand.

Major: You can cast *summon monster* and *summon nature's ally* spells spontaneously, using wizard spell slots of the same level. When you do, you lose whatever spell was prepared in that slot already.

Pre-Graduate: Choose a number of 6th-level or lower conjuration spells from any class equal to your Intelligence modifier and add them to your spell book. Those spells are wizard spells for you. If a spell chosen in this way is not normally a wizard spell, you learn it at 1 spell level higher than the highest spell level it can be learned by any other class. For example, you can learn *cure light wounds* as a 2nd-level wizard spell.

If you retrain this benefit, the chosen spells remain in your spellbook, but you lose the abiltiy to understand and prepare them.

Graduate: Once per day, when you cast a conjuration spell, you can also cast another 5th-level or lower conjuration spell as a swift action. This can be a spell you have prepared, or one of your spontaneous spells above. This otherwise functions as the Quicken Spell feat.

Divination

You gain 1 skill rank in up to 1 Knowledge skill of your choice, as well as Perception and Sense Motive.

Major: You gain a constant *know direction* effect, as the spell, and you can cast *augury* spontaneously, using your 2nd-level wizard spell slots. When you do, you lose whatever spell was prepared in that slot already.

Pre-Graduate: You can cast *scrying* and *greater scrying* spontaneously, using your 4th and 7th-level wizard spell slots, respectively. If you use a 7th-level spell slot to cast *scrying*, you can automatically grant it the effects of one

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of the following spells as part of the casting: detect chaos, detect evil, detect good, detect law, detect magic, or message.

Graduate: When cast either of your pregraduate spells, you automatically grant it the effects of up to 3 of the spells listed. Alternatively, you can grant it one effect and gain the ability to cast a single spell of up to 4th level through the divination. You can do this only once per day, and any creature affected immediately knows that you cast the spell.

Enchantment

You gain 1 skill rank in each of Bluff, Diplomacy, and Sense Motive.

Major: You gain a bonus equal to half your wizard level (minimum 1) on Diplomacy checks to influence a creature's attitude.

Pre-Graduate: You can cast *charm person* as a 1st-level spell-like ability a number of times per day equal to your Intelligence modifier.

Graduate: You can cast *mass suggestion* as a 6th-level spell-like ability a number of times per day equal to your Intelligence modifier.

Evocation

You gain resistance to the damage of your own evocation effects equal to twice your wizard level.

Major: You are immune to your own evocation effects, and grant your allies resistance to the damage of those effects equal to twice your wizard level.

Pre-Graduate: You gain Selective Spell as a bonus feat. Once per day, when you cast an evocation spell, you can apply that feat's benefit as a free action, excluding a number of targets up to your Intelligence modifier with the spell's effect. When you do, the spell's level is not increased by 1.

Graduate: Whenever you cast an evocation spell you can roll twice to penetrate a creature's spell resistance and take the better result.

Illusion

You gain 1 skill rank in each of Diplomacy, Perception, and Sense Motive.

Major: You gain a bonus equal to half your wizard level (minimum 1) on Bluff checks.

Pre-Graduate: You gain Improved Feint as a bonus feat, and you take only a –5 penalty when attempting to fast-talk a creature or suggesting a course of action.

Graduate: You take no penalty on Bluff checks to fast-talk. Once per day per creature, you can suggest a course of action as a full-round action.

Necromancy

Add Appraise, Heal, and Intimidate to your list of class skills and gain 1 skill rank in each.

Major: You gain a bonus equal to half your wizard level (minimum 1) on Intimidate checks.

Pre-Graduate: On your turn, you can cause an ally you can see to act, using your equivalent actions. The ally can act normally in this way even if it is unconscious or dead. An unwilling ally can attempt a Will saving throw to resist this effect as if it were a necromancy spell of the highest level you can cast. You can do this for a total number of rounds each day equal to your Intelligence modifier.

Graduate: Once per day, when you cast a necromancy spell, you can also cast another 5th-level or lower necromancy spell you have prepared as a swift action. This otherwise functions as the Quicken Spell feat.

Transmutation

Add Acrobatics, Climb, and Swim to your list of class skills and gain 1 skill rank in each.

Major: Choose Acrobatics, Climb, or Swim. You gain a bonus equal to half your wizard level (minimum 1) and may use your Intelligence modifier in place of Strength or Dexterity on checks made with that skill.

Pre-Graduate: When you cast *bear's endurance*, or a similar, 2nd-level spell that increases a different ability score, increase the enhancement bonus from that spell to +6.

Graduate: When you cast one of your pre-graduate spells, the duration is permanent until you cast another. Alternatively, you can leave the duration as normal and affect up to 2 ability scores instead. The first must be the ability score affected normally by the spell. The second can be any ability score. These enhancement bonuses still do not stack.

Character Options & Attributes

This section covers options available to each character beyond choosing a race and (potentially) class. Point-based characters who are human or otherwise undefined as a race will begin their journey here.

Character Creation & Suggestions

作り方

Character creation in *Play Manga* works in most ways like building characters in any other setting, but there is more fluidity in the options available. Here's what's required to begin playing a character in *Play Manga.*

- 6 ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma. These can be generated in any standard way (point buy, pool, or rolled).
- A backstory defining the character's general appearance, role, and skills picked up before the adventure begins.

Once the above is decided, the rest can be filled in.

- Starting hit points are 4 + Constitution modifier (minimum 1).
- Attack bonus and saving throws are all 0 + their respective ability scores (Strength for melee attacks and damage; Dexterity for Reflex saves, finesse attacks, and ranged attacks; Constitution for Fortitude saves; and Wisdom for Will saves).
- Skill ranks equal to the character's Intelligence modifier.

Next, a character gains discretionary points to spend based on the type of character being played (for games with a higher effective level, see "Gaining and Spending Experience" in the sidebar.

For a quick, straight-forward character, a human with 1 class level costs 43 points (9 + 34), leaving only 7 points extra to spend in a standard game. Characters without either are referred to simply as point-based characters.

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Game	Points (Average)	Equivalent race/class
Standard	43 + 1d12 (50)	Human fighter 1 (hf)
Advanced	50 + 3d12 (70)	Android fighter 2 (hf 2)
Hero/Monstrous	57 + 5d12 (90)	Ogre fighter 3 (hf 4)
Epic	64 + 7d12 (110)	Human fighter 5
Legendary	71 + 9d12 (130)	Human fighter 7

A character's total effective level is equal to their class level + 1 for every 15 points they spend on non-Hit Dice attributes beyond the initial points they begin with.

Starting Equipment: Unless otherwise noted, 1st-level characters begin with 50 currency (equivalent to 500 gp in a fantasy game) plus 1 expensive item. This is the same as giving every class 5d10 x 10 gp starting, plus the outfit worth 10 gp or less with which each character begins play. See the Equipment and Personal Gear section (pg 102) for more details.

No Class?: Class levels in *Play Manga* are collected packets of attributes that make creation/experience easier to manage on a character basis. Since each session typically grants between 3 and 5 points, a character using class levels can expect to level up once every 3 to 5 sessions on average (adjusted to fit the story, of course).

Having a class does make character progress easier for play in a general sense because all of the important attributes (Hit Dice, class skills, skill ranks, attack bonus, and saves) are taken care of, leaving nothing potentially insufficient in a situation that may call for it (particularly during combat or while adventuring, but sometimes during downtime as well). That said, if points are spread out to those attributes periodically, a character can and will function just fine in the role they set as part of their backstory.

No Hit Dice?: Point-based characters gain a d4 Hit Die plus 1d4 for every 15 points they spend beyond the initial points they begin with. Ranks in the Class Level or Hit Dice attributes override these Hit Dice on a 1-for-1 basis.

A 1st-level character automatically gains the maximum value of their Hit Die (4 for a point-based character),

No Race?: Technically, a character without a race still functions as a human, but lacks the racial traits that define them. This is okay, as it frees up the 9 points to be spent elsewhere, and allows the character to describe themselves however they want.

Character Creation Example

John wants to build a new character in a standard game with 15 point-buy for ability scores and 50 discretionary points. He picks hedoro as a race, which costs him 25 points. He then speaks to his GM about playing as a mech pilot at 1st level without light armor proficiency, since his race cannot wear armor anyway. They agree this is a fair trade if John also gives up rogue weapons and takes 1 point of the indebted defect, bringing him to 55 total points, or the maximum available to a standard character at 1st level. Outside of his mech, he's still proficient with simple weapons and firearms, and he bought his ability scores reasonably, so his character isn't helpless.

Gaining and Spending Experience

Since characters do not always have class levels in *Play Manga*, telling them they can "level up," doesn't mean as much, even if they've earned enough experience through encounters to do so.

Because of this, *Play Manga* handles experience a little differently. GM's are encouraged to adapt this to their own game for faster or slower progression as they see fit.

- Each session of play (roughly 3 hours) should consist of between 3 and 5 scenes worth 1 point each. Points can usually only be spent during downtime (see below), but for added drama, the GM may decide to grant them while adventuring or even in combat (such as when a pet monster suddenly grows into a new monster entirely).
- A scene can be expressed as downtime, adventuring/exploration, and combat. Moving from one of these expressions to the next changes the scene.
- Combats can be stacked to show a siege, and adventures can be stacked between locations. Downtime is rarely stacked.
- Since class levels can be purchased for 14 points, it takes between 3 and 5 sessions to gain 1 effective level.

For "higher levels" of play, starting points can be adjusted with the above in mind. An "epic" game, then would put characters at or above level 20 with a minimum of 315 points to start.

As for John's mech, He builds it with the same 15 point-buy ability scores his GM gave him for his race (ignoring Intelligence, and Charisma), with a huge greataxe and breastplate armor (the mech's proficiencies are not affected by the slime's racial traits). He uses his 1st-level expensive item to give his mech a huge crossbow, and spends his 10 points on explosives (rank 3) and launcher, designating his crossbow as the launcher.

Attributes

カ

Attributes is the generic term for every special thing a character can do outside of walking around and socializing. Attacks, saves, feats, spells, and other special features used to customize a race, class, or general point-based character are all attributes.

Some attributes grant new options to use in and out of combat. Others enhance things you can already do, or increase the power of another attribute you've already chosen. Most attributes have ranks that you can buy with your scaling pool of character points, but a few are one-time buys, a sort of capstone with a specific prerequisite.

There are 10 types of attributes described here, organized alphabetically by type. Unless stated otherwise, the maximum ranks in any single attribute are 10.

Class Levels and Hit Dice

Some of the attributes here refer to class levels or Hit Dice. Because each class level includes one Hit Die, it is safe to assume that any reference to class level also works if you have an equal number of Hit Dice or a combination of the two.

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Table: Attributes

Attribute	Point Cost	Ability Score	Page
Adaptation	1/rank	Constitution	63
All-Around Vision	4, 5, or 6	none	87
Alternate Form	3 or 9/rank	none	78
Cosmetic Changes	2	none	78
Wild Shape	1 + 1/rank	none	78
Armor Training	3/rank	none	63
Arcane School	1 + 3/rank	none	68
Aspect	3 or 6	none	65
Aspect of Power	3/rank	none	69
Chimeric Aspect	4/rank	varies	69
Improved Aspect	2/rank	none	69
Aura	1	none	69
Base Attack	2 + 2/rank	none	83
Biped	0	none	81
Serpentine	1	none	81
Steady	1	none	81
Blindsense	4, 5, or 6	none	87
Bond	2, 4, or 6	none	79
Bond Senses	2	none	66
Bonus Attacks	4	none	83
Flurry	2 or 3	none	83
Bonus Feats	1, 2, or 3	varies	67
Class Talents	1, 2, or 3	varies	67
Combat Focus	2/rank	varies	67
Racial Feats	2 or 4	varies	67
Camouflage	1/rank	none	67
Cantrips	2/rank	varies	69
Spell-Like Ability	1 or 2	varies	69
Channel Energy	4/rank	none	69
Lay on Hands	4	none	69
Class Level	20 + 14/rank	none	79
Multitalented	2	none	79
Class Skills	0 or 1	varies	67
Clone	3 + 3/rank	none	69
Cohort	2 or 5/rank	none	79
Combat Mastery	6	none	67
Computer Scanning	2/rank	Intelligence	75
Constructed	2	none	76
Cunning	1/rank	none	67
Customization	2	none	76
Damage Reduction	1 or 2/rank	none	63
Danger Sense	2/rank	none	63
Darkvision	1 + 1/rank	none	87
Debilitating Injury	1/rank	none	83
Defensive Training	1 or 4	none	63
Defensive Instinct	1 + 1/rank	none	63
Discoveries	1	none	76
Domains	3/rank	none	69
Domain Spells	1/rank	none	69
Dynamic Sorcery	5, 10, or 15/rank	Charisma	69
Dynamic Strike	2	Charisma	70
Pet Monster Sorcery	5/rank	Charisma	70
Elasticity	2/rank	none	70
Environmental Control	—	Wisdom	70
Darkness	2/rank	Wisdom	70
Light	1/rank	Wisdom	70
Silence	2/rank	Wisdom	70
Temperature	1 or 2/rank	Wisdom	70
Weather	1, 2, or 3/rank	Wisdom	70
Evasion	1/rank	none	64
Stalwart	1/rank	none	64
Evolution Pool	3/rank	none	66
Exceptional Resistance	—	none	64
Energy Resistance	1/rank	none	64
Minor Immunity	2	none	64
Spell Resistance	2 or 3	none	64
Exceptional Saves	1 or 3/rank	none	64
Bolstered Defenses	4	none	64
Lucky	2 or 4	none	64
Twice-Saved	1	none	64
Exorcist	1/rank	Wisdom	70
Explosives	3/rank	none	76
Fast Explosives	1	none	77
Launcher	1	none	77
Fantasy Spellcasting	—	varies	71
Bard	6/rank	Charisma	71
Cleric	7/rank	Wisdom	71
Druid	7/rank	Wisdom	71
Greater Spell Access	2	none	71
Paladin	3/rank	Charisma	71
Ranger	3/rank	Wisdom	71
Sorcerer	12/rank	Charisma	71
Spontaneous Casting	1 or 2/rank	none	71
Summoner	6/rank	Charisma	71
Wizard	12/rank	Intelligence	71
Fast Movement	1/rank	none	81
Racial Trait	1	none	82
Sprint	1	none	82
Favored Enemy	2/rank	none	83
Hatred	1	none	83
Master Hunter	1	none	83
Quarry	1/rank	none	84
Ferocity	2 or 4	none	84
Flight	2 + 2/rank	none	82

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Table: Attributes

Attribute	Point Cost	Ability Score	Page
Lesser Flight	2	none	82
Flunkies	1 or 2/rank	none	79
Forcefield	2, 3, or 4/rank	none	64
Offensive Forcefield	4/rank	none	64
Group Minded	5/rank	none	65
Gunsmith	3	none	77
Hit Dice	1 – 4	Constitution	65
Hyperflight	3/rank	none	82
Inherent Sorcery	1	Charisma	71
Inspire Competence	2/rank	Charisma	72
Inspire Courage	2/rank	Charisma	72
Inspire Greatness	3/rank	Charisma	73
Intellectual	20	Intelligence	67
Intellectual Student	10	Intelligence	67
Passable Intellect	5	Intelligence	67
Item of Power	3 or 4/rank	none	73
Jack-of-All-Trades	1/rank	none	67
Ki Pool	2	Wisdom	73
Flurry	2 or 3	none	73
Ki Powers	1	Wisdom	73
Lay on Hands	4	Charisma	73
Channel Energy	4	Charisma	73
Corrupting Touch	4	Charisma	73
Holy Champion	3	Charisma	73
Mercy	1	Charisma	73
Life Link	3/rank	none	66
Linguist	1	Intelligence	67
Gift of Tongues	2	Intelligence	68
Lore Master	1/rank	none	68
Monster Lore	1	none	68
Low-Light Vision	1	none	87
Magical Adept	3	none	73
Maker's Call	1 + 1/rank	none	66
Transposition	2	none	66
Martial Arts	1/rank	none	84
Natural Attack Damage	1	none	84
Massive Damage	1, 3, or 5/rank	Strength	84
Mecha	8/rank	none	77
Remote Control	12 (mech)	none	77
Sentai Mecha	15 (mech)	none	77
Mechanical Genius	2/rank	none	78
Practical Genius	1/rank	none	78
Merge Forms	6	none	66
Metamorphosis	5/rank	Charisma	73
Mimicry	1 + 1 per rank	none	75
Perfect Copy	2	none	75
Multiple Arms	4, 5, or 6/rank	none	79
Claws	1 + 1/rank	none	80
Multiple Legs	2, 3, or 4/rank	none	82
Natural Armor	2	none	65
Improved Natural Armor	1/rank	none	65
Natural Attacks	—	Strength	84
Bite	1, 2, or 3	Strength	84
Bleed	3	Strength	84
Claws	1 + 1/rank	Strength	84
Gore	1 or 3	Strength	84
Grab	1 or 2	Strength	84
Hooves	1 or 2	Strength	84
Slam	1 or 2	Strength	84
Talons	1 or 2	Strength	84
Tentacles	2 or 4	Strength	85
Venomous	6	Strength	85
Wings	1 or 2	Strength	85
Nature Stride	1	none	83
Favored Terrain	1	none	83
Trackless Step	1	none	83
Woodland Stride	1	none	83
Nimble	1/rank	Dexterity	65
No Trace	2/rank	none	68
Organizational Ties	1 – 3/rank	none	80
Overpower	1 or 3/rank	none	85
Performer	2/rank	Charisma	75
Inspire	varies	Charisma	75
Personal Wealth	3/rank	none	80
Pet Monster	6/rank	none	81
Portable Armory	3/rank	none	81
Rage	3/rank	Constitution	85
Indomitable Will	1	none	85
Rage Powers	2	Strength	85
Tireless Rage	2	none	85
Rejuvenation	1/rank	none	65
Resolve	1/rank	none	65
Determined	2	none	65
Resolute	2	none	65
Unstoppable	2	none	65
Saving Throws	2/rank	varies	65
Scent	4	none	87
Shared Space	1 or 2	none	86
Shield Ally	3/rank	none	66
Shield Proficiency	3 or 5	Strength	65
Size	0, 4, or 7	none	81
Size Change	1, 5, or 6/rank	Constitution	75
Skill Bonus	2/rank	none	68
Skill Ranks	1 per 2 ranks	Intelligence	68

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Table: Attributes

Attribute	Point Cost	Ability Score	Page
Skilled	4	none	68
Skill Versatility	1/rank	varies	68
Smite	2/rank	Charisma	85
Challenge	2/rank	Charisma	85
Demanding Challenge	1	Charisma	85
Holy Champion	2	Charisma	85
Sneak Attack	2/rank	none	86
Master Strike	2	none	86
Special Attack	3/rank	varies	87
Special Movement	—	none	83
Burrow	3 or 6	none	83
Climb	2	none	83
Jump	2	none	83
Swim	2 or 3	none	83
Spell-Like Ability	1 – 4/rank	Charisma	75
At Will	x4	Charisma	75
Dangerous	2	Charisma	75
Gate	4	Charisma	75
Racial Trait	x2	Charisma	75
Summon Monsters	2/rank	Charisma	75
Style Strike	1/rank	none	85
Two-Style	1	none	85
Surge	3	none	77
Team Strike	2 + 2/rank	none	86
Twin Eidolon	4	none	67
Uncanny Dodge	2 or 3	none	65
Weapon Expertise	5	none	86
Weapon Training	6/rank	none	86
Weapon Mastery	10	none	87
Special Attack Attributes			
Accurate	1d8 or 4d8		87
Area	1d8		87
Aura	2d8		87
Bane	1d8		87
Blinding/Deafening	2d8		88
Concealable	1d8		88
Contagious	2d8 or 4d8		88
Debilitating	2d8		88
Disabling	1d8		89
Draining	1d8		89
Elemental	1d8		89
Enduring	1d8		89
Flurrying	2d8		89

Special Attack Attribute	Point Cost	Ability Score	Page
Flurrying, Greater	2d8		89
Ghost Touch	1d8		89
Heal-Blocking	2d8		89
Incapacitating	1d8		89
Indirect	1d8 or 2d8		89
Irritant	1d8		89
Maddening	2d8		89
Magic-Resistant	2d8		89
Powerful	1d8		90
Prehensile	1d8		90
Quaking	3d8		90
Ranged	1d8, 2d8, or 4d8		90
Restorative	3d8		90
Seeking	1d8		90
Spreading	3d8		90
Stored	1d8 or 2d8		90
Storing	1d8		90
Sweep	3d8		90
Suffering	1d8		90
Tangle	2d8		90
Trapped	1d8		90
Undetectable	1d8		90
Vampiric	2d8 or 4d8		90
Special Attack Disabilities			
Disability	Gained		Page
Backblast	1d8		91
Biased	3d8		91
Energy-Drawing	2d8		91
Environmental	1d8 or 2d8		91
Expensive	2d8		91
Harmful	3d8		91
Inaccurate	1d8		91
Limited	1d8, 2d8, or 3d8		91
Low Penetration	2d8		91
No Damage	—		91
No Defense	2d8		91
No Shields	1d8		91
Self-Destruct	1d8 or 3d8		91
Site-Bonded	4d8		91
Slow	3d8 or 4d8		91
Volleying	1d8 or 2d8		92
Static	1d8		92
Unreliable	1d8		92

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Translated Attributes

If you're converting characters from similar sources to *Play Manga d20*, some attributes are not directly represented here. Instead, they are handled by other attributes or feats. If you still cannot find a specific attribute here, work with your Gamemaster to determine an appropriate cost and effect for the attribute in question.

Energy

Attributes in *Play Manga* sometimes draw energy from their users, whether to create a magical spell, fire a blast of power directly out of one's forehead, or charge the core of a giant mecha. This energy comes from within, and it is only as strong as a character is focused.

A character who lacks understanding, attention, or awareness of others has a harder time tapping into their well of energy. Energy is represented as:

2 + the lowest modifier of Intelligence, Wisdom, or Charisma

A character regains all spent energy after resting for at least 8 hours.

Characters with the dynamic sorcery attribute gain additional energy per Hit Die, and the Extra Energy feat grants 5 energy every time it is chosen.

Class Energy: Almost every class that uses it refers to energy as something different, be it the channeled power of gods, grit, ki, or rage. Ultimately, it is all one and the same. When a character chooses a class with energy, they gain the pool of energy defined by that class if it is more than what they would already gain. Sources of energy do not otherwise stack.

Ex, Sp, and Su Attributes

Attributes can fall into one or more categories, depending on their origin/use. In general, an attribute is extraordinary (Ex) if it is non-magical and always present or usable because of the physiology of the user. If the attribute is magical or somehow limited by outside forces, it is probably supernatural (Su). If the attribute is wholly magical and governed through forces like arcane or divine power, it is spell-like (Sp). Exceptions to these are spelled out in the attributes themselves. If an attribute is not labeled, its function is largely determined by the character's backstory, although the GM has final say on if the character's spell resistance is a naturally occurring function of their being, for example, and the character should make note of the decision for future interactions.

Rank Limits for Point-Based Characters

In a strictly point-based game, characters are generally free to purchase as many ranks of an attribute they want (usually up to a maximum of 10). For balance purposes when playing alongside classes, it is usually suggested to limit ranks of attributes to 1 or 2 per 14 points spent, but the GM can raise or lower this limit as the game calls for it. Some classes, such as magical hero, do break this limit in specific cases (their cohort is rank 3 at 1st level because of the role it plays).

Defense Attributes

Adaptation (Ex or Su)

Cost: 1 point per rank.

Relevant Ability Score: Constitution

A character with adaptation chooses 1 environment or hazard per rank in which they can survive normally. Environments include acidic liquids, alternate planes, extreme pressure, intense cold, noxious gases, radiation, or a vacuum such as space.

Restriction: This grants immunity to the chosen natural environmental effects, not effects generated within the environment. For resistance against specific effects, see exceptional resistance and exceptional saves.

Example: A character with adaptation to the plane of fire wouldn't die from walking around on the surface of that plane—where the air is noxious to non-natives—but could still be killed by a *fireball* spell or if dropped into a river of lava (which requires its own adaptation to both extreme heat and pressure).

Armor Training (Ex)

Requirement: Proficiency with at least 1 type of armor.

Cost: 3 points per rank.

A character with armor training reduces armor check penalty by 1 (to a minimum of 0) and increases maximum Dexterity bonus allowed by their armor by 1 per rank.

For 1 additional point total, a character ignores any movement penalty from wearing medium armor. For 2 additional points total, the character ignores movement penalties from wearing medium or heavy armor.

Damage Reduction (Ex)

Cost: 1 or 2 points per rank.

A character with Damage Reduction can Subtract 1 per rank from the damage they take (minimum 0) each time they are dealt damage from a weapon or a natural attack

For 2 points per rank, the character has no restrictions on their Damage Reduction, gaining DR/–. For 1 point per rank, Damage Reduction can be overcome in some way, such as DR/bludgeoning, DR/evil, DR/magic, or DR/silver.

Restriction: If a character only gains Damage Reduction when a specific requirement is met (such as when wearing armor), the total cost is reduced by 2.

Danger Sense (Ex)

Cost: 2 points per rank.

A character with danger sense gains +1 per rank to AC and Reflex saves against traps, and on Perception checks to avoid being surprised by a foe.

Defensive Training (Ex)

Cost: 1 or 4 points.

For 4 points, a character gains a +2 dodge bonus to AC. For 1 point, the character gains +4 against one type of creature instead.

Restrictions: If choosing humanoids or outsiders, the character must pick a subtype as well.

Defensive Instinct: 1 + 1 per rank. The character adds their Intelligence or Wisdom modifier to their Armor Class and CMD in addition to Dexterity. For each rank beyond the first, the character gains an additional +1 to each. These bonuses apply even when the character is flat-footed.

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Evasion

Cost: 1 point per rank.

A character with evasion can avoid even magical and unusual attacks with great agility.

Rank 1: On a successful save, the character takes no damage from effects that require a Reflex saving throw.
Rank 2: On a failed save, the character only takes half damage.

Stalwart: A character with stalwart gains the benefit of evasion, but for Fortitude and Will saving throws for reduced effect instead.

Exceptional Resistance

Cost: By resistance.

Energy Resistance: 1 point per rank. A character with energy resistance gains 5x their rank as resistance to one type of energy (acid, cold, electricity, fire, negative energy, positive energy, or sonic). If the character has at least 6 ranks in 1 energy type, they are immune to that energy instead.

Minor Immunity: 2 points. A character minor immunity becomes immune to a specific ailment such as aging, bleed damage, breathing, hunger, poison, or sleep effects.

Purity: 4 points. A character with purity is immune to all diseases, including supernatural and magical diseases.

Spell Resistance: 2 or 3 points. The character gains spell resistance 6 (2 points) or 11 (3 points) + their total hit dice.

Exceptional Saves (Ex)

Cost: 1 or 3 points per rank, or 2 points.

For 3 points per rank, a character with exceptional saves chooses Fortitude, Reflex or Will and gains +1 per rank on those saves. For 1 point per rank, the bonus only applies against 1 specific effect, such as fear, poison, or mind-affecting spells.

For 2 points, a character gains a +4 on saves against a few related minor effects and situations.

Bolstered Defenses: 4 points. A character with bolstered defenses chooses Intelligence or Charisma and adds that bonus on all saving throws.

Lucky: 2 or 4 points. For 2 points, a character with lucky gains +1 on all saving throws. For 4 points, the character gains +2 instead.

Twice-Saved: 1 point. A character with twice-saved chooses Fortitude, Reflex, or Will and once per day (before rolling) can choose to roll that save twice (taking the better result).

Forcefield (Su)

Cost: 2, 3, or 4 points per rank.

Forcefield can be selected as either a magical or mechanical attribute.

For 2 points per rank, a character with forcefield can create a static *wall of force* effect with 3 hardness per rank and 10 hit points per rank as a full-round action. This otherwise functions as the spell of the same name, and the character's caster level is equal to their rank. Rounds of forcefield do not need to be spent consecutively, but it does require a move action to deactivate.

For 3 points per rank, the character can wrap the wall's effect around them, allowing it to move with them. The character can attack out of the effect.

For 4 points per rank, the character can extend the wall's effect around up to 1 adjacent creature per rank.

Defect: The effect always generates the same wall, so damage dealt remains even if deactivated and recreated. Once the wall is destroyed or its duration ends, it is suppressed until the character rests for at least 8 hours.

Offensive Forcefield: 4 points per rank. The character can create a *resilient sphere* effect as a full-round action instead. The sphere has 3 hardness per rank and 10 hit points per rank.

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Group Minded (Su)

Cost: 5 points per rank.

Allies within 10 feet of each other and a character with group minded share the highest base saving throw bonuses between them. For each rank beyond the first, increase the range by +20 feet.

Hit Dice (Ex)

Cost: 1, 2, 3, or 4 points per rank.

Relevant Ability Score: Constitution

A character with Hit Dice gains 1d6 (1 point), 1d8 (2 points), 1d10 (3 points), or 1d12 (4 points) Hit Die per rank. These Hit Dice override the Hit Dice gained by a point-based character.

A character's total level is equal to their ranks in Hit Dice + their ranks in the class level attribute + 1 for every 15 points spent on other attributes beyond the character's initial points gained.

Natural Armor

Cost: 2 points.

A character with natural armor gains a +1 natural armor bonus to their Armor Class.

Improved Natural Armor: 1 point per existing bonus. The character gains an additional +1 natural armor bonus per rank to their AC. For example, a character with a +3 natural armor bonus can buy +4 for 3 points, then +5 for 4 points, and so on.

Nimble

Cost: 1 point per rank.

Relevant Ability Score: Dexterity

A character with nimble gains a +1 dodge bonus per rank to AC while wearing light or no armor. Anything that causes the character to lose their Dexterity bonus to AC also causes them to lose this dodge bonus.

Rejuvenation (Su)

Cost: 1 point per rank.

Relevant Ability Score: Wisdom

A character with rejuvenation can regain 5 (or 1d10) hit points or energy per rank as a full-round action once during each scene. The character must choose a trigger, such as a crowd of fans cheering them on, a distinct sound or action taken by the character or an ally, or the presence of a companion or mentor. Hit points or energy regained in this way cannot raise the character above their maximum total; any excess is lost.

Resolve (Ex)

Cost: 1 point + 1 point per rank.

A character with resolve gains energy equal to 1/2 their total Hit Dice.

Rank 1: The character gains determined, resolute, and unstoppable.

Rank 2: After a critical hit is confirmed against the character, they can spend 1 energy as an immediate action to treat that critical hit as a normal hit. Effects that only trigger on a critical hit do not trigger when the character uses this ability.

Rank 3: If the character has at least 2 energy remaining when an attack would kill them, they can spend all remaining energy as a free action to remain alive, at –1 hit points (or lower if they were already below –1), unconscious, and stable.

Determined: 2 points. A determined character can spend 1 energy as a standard action to remove their fatigued, shaken, or sickened condition. If the character has at least 8 Hit Dice, they can remove the exhausted, frightened, nauseated, or staggered condition instead. If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns.

Resolute: 2 points. When a character with resolute makes a Fortitude or Will save, they can spend 1 energy as an immediate action to roll twice and take the better result. The character must decide to use this ability before they roll the saving throw.

Unstoppable: 2 points. When a character with unstoppable is reduced to fewer than 0 hit points but not slain, they can spend 1 energy as an immediate action to instantly stabilize and remain conscious. The character is staggered, but does not fall unconscious and begin dying if they take a standard action. The character does fall unconscious if they take additional damage from any source.

Saving Throws (Ex)

Cost: 2 points per rank per saving throw.

Relevant Ability Scores: By saving throw

A character that increases their saving throws chooses Fortitude, Reflex, or Will and increases their base save bonus in that saving throw by +1 per rank. With each rank, the character chooses to which the bonus applies.

Shield Proficiency

Cost: 3 or 5 points.

Relevant Ability Score: Strength

A character with shield proficiency can wield a shield in combat. For 2 additional points (5 total), the character is also proficient with tower shields.

Uncanny Dodge (Ex)

Cost: 2 or 3 points.

For 2 points, a character with uncanny dodge cannot be caught flat-footed, nor do they lose their Dexterity bonus to AC if immobilized. For 3 points, the character also cannot be flanked unless the creatures flanking them have 4 more class levels than the character.

Restriction: The character can still lose their Dexterity bonus to AC if an opponent successfully feints.

Eidolon Character Attributes

A character with an eidolon or pet monster gains access to a special set of attributes. Each of these attributes requires a bond with an eidolon or the pet monster attribute in addition to any listed requirements. An eidolon without life link (rank 1) cannot travel further than 60 feet from the character that summoned it without being sent away.

Aspect (Su)

Requirement: Evolution pool (rank 4).

Cost: 3 or 6 points.

For 3 points total, a character with aspect can use up to 2 points of evolution pool on themselves any time they change their eidolon's evolutions.

For 6 points total, the character can use up to 3 points instead, gaining 2 evolution points for each.

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Restrictions: The character can only choose evolutions available to their eidolon, and they must meet the requirements of those evolutions (except for subtype requirements, so long as the eidolon meets the subtype requirement). The character cannot select the ability increase evolution with this attribute.

Bond Senses (Su)

Requirements: At least 1 summoner level, 1 rank in eidolon, or 1 rank in pet monster.

Cost: 2 points.

As a standard action, a character with bond senses can feel, hear, see, smell, and taste everything through their eidolon from anywhere on the same plane for a number of rounds per day equal to the character's summoner level, ranks in eidolon, or ranks in pet monster, whichever is highest. The character can end this effect as a free action.

Evolution Pool

Cost: 3 points per rank.

A character with evolution pool adds 1 point per rank to their eidolon's evolution pool.

Life Link (Su)

Cost: 3 points per rank.

A character with life link shares a stronger bond with their eidolon can prevent damage dealt to either.

Rank 1: The character can pay up to 1 hit point for every 1 damage dealt to the eidolon if that damage would send it away.
Rank 2: The character can take 1 hit point from the eidolon for every 1 damage dealt to the character that would put them below 0 hp.

Restriction: If the character moves too far from their eidolon, it begins to grow weaker.

Distance from Eidolon	Effect
Greater than 100 feet	50% max hp
Greater than 1,000 feet	25% max hp
Greater than 10,000 feet	Sent away

Current hit points lost in this way are not restored when the eidolon gets closer to the character, but its maximum hit point total does climb to the levels indicated and eventually returns to normal.

Pet Monsters: A character with at least 1 rank of pet monster gains life link (rank 1) automatically and is required to pay hit points equal to the damage dealt to prevent the pet monster from being sent away. The pet monster still suffers any other effects related to the prevented damage.

Maker's Call (Su)

Cost: 1 point + 1 point per rank.

As a standard action, a character with maker's call can cast *dimension door* to return their eidolon to an unoccupied space adjacent to the character. They can do this once per rank each day.

Transposition: 2 points. The character can instead swap places with their eidolon if each can fit in the new space.

Merge Forms (Su)

Requirements: At least 1 summoner level, 1 rank in eidolon, or 1 rank in pet monster.

Cost: 6 points

As a full-round action, a creature with merge forms can touch their eidolon and the two can merge forms for up to 1 round per summoner level each day. The character disappears and is immune to effects and spells for the duration (ongoing effects continue as normal).

While merged, the character becomes the eidolon in all ways except as noted here. The character retains their Intelligence, Wisdom, and Charisma scores, as well as their ability to cast spells. All of the character's equipment is absorbed into the eidolon.

As a swift action, the character can emerge from their eidolon in an unoccupied space adjacent to the eidolon.

Defect: If the eidolon is sent away while merged, the character is immediately ejected, takes 4d6 points of damage, and is stunned for 1 round.

Shield Ally (Su)

Cost: 3 points per rank.

A character with shield ally gains protection from their eidolon when within reach of it.

Rank 1: +2 shield bonus to AC and +2 circumstance bonus on saves.
Rank 2: As above, but +4 and the eidolon also grants +2 to allies.

Restriction: The eidolon cannot be grappled, helpless, paralyzed, stunned, or unconscious.

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Twin Eidolon

Requirements: At least 1 summoner level, 1 rank in eidolon, or 1 rank in pet monster.

Cost: 4 points.

As a standard action, a character with twin eidolon can become a copy of their eidolon in all ways except as noted here for up to 1 minute per summoner level each day (the duration need not be consecutive, but must be spent in 1-minute increments). This is a polymorph effect.

The character retains their own Intelligence, Wisdom, and Charisma scores, as well as their attributes, feats, languages, and skills. They gain the eidolon's physical form, attributes, and evolutions. The character chooses which of their equipment remains and what is absorbed into the new form.

As a free action, the character can return to their normal form.

Restrictions: The character does not gain the eidolon's feats, languages, or skills.

Feat & Skill Attributes

Bonus Feats (Ex)

Cost: 1, 2, or 3 points per feat.

A character with bonus feats chooses one or more feats beyond those gained for having a higher total number of class levels and Hit Dice.

In general, feats cost 3 points each, but the GM can rule that a weaker feat costs less (treat it as restricted). If the feat has one other feat as a prerequisite, it costs only 2 points. If the feat has two or more feats as a prerequisite, it costs only 1 point. Unless otherwise stated (such as by some classes), all prerequisites on a feat must be met, and prerequisites beyond other feats do not lower the cost.

Classes with a small subset of bonus feats gain those feats at 2 points each. Classes that draw from a large collection of feats (such as combat) pay full price for each.

Class Talents: Class talents are abilities that are specific to an individual class (or group of classes) which cannot also be taken as feats outside of the class progression. They otherwise function as feats and cost the same.

Combat Focus: 2 points per rank. A character with combat focus gains 1 bonus combat feat per rank and counts their class levels as fighter levels for the purpose of meeting prerequisites. *Restriction*: As a standard action, the character chooses one creature they can see as their focus and applies the benefits of their combat focus feats only to that creature.

Racial Feats: Bonus feats for a race cost 4 points if they can choose any feat, or 2 if the feat is specific to the race.

Camouflage (Ex)

Cost: 1 point per rank.

A character with camouflage is able to hide in unusual circumstances.

Rank 1: The character chooses a terrain and can use the Stealth skill to hide in that terrain, even if it doesn't grant cover or concealment. Terrains include: Cold, desert, forest, jungle, mountain, plains, planes, swamp, underground, urban, and water. A character with nature stride (favored terrain) gains this benefit with each favored terrain instead.
Rank 2: The character can use the Stealth skill even while being observed in one of their chosen terrains.

Class Skills (Ex)

Cost: 0 or 1 point per class skill.

Relevant Ability Scores: By skill

A character who gains class skills is more adept at performing some tasks than other characters. All characters gain Craft as a class skill, and most gain Profession. A character can have any number of class skills appropriate to their theme (use the existing fantasy classes as guidelines). A character buying a class skill that doesn't fit their theme (a wizard with Stealth or a paladin with Bluff) can do so for 1 point.

A character that spends at least 1 skill rank (see below) in a class skill gains +3 on all checks with that skill.

Combat Mastery

Cost: 6 points.

A character with combat mastery can apply the benefits of their combat feats (such as Weapon Focus) when wielding any weapon.

Cunning

Cost: 1 point per rank.

A character with cunning can detect peculiarities in their immediate vicinity.

Rank 1: The character chooses one type of material, such as stone or wood, and gains +2 on Perception checks to notice traps and hidden doors located in walls or floors made of that material. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.
Rank 2: The character gains their bonus with all materials.

Jack-of-All-Trades

Requirement: General Studies.

Cost: 1 point per rank.

A character with jack-of-all-trades can pick up any skill with ease and begin using it.

Rank 1: The character can use any skill as if trained in it.
Rank 2: All skills are class skills.
Rank 3: The character can take 10 on any skill check.

Intellectual

Cost: 20 points.

Relevant Ability Score: Intelligence

An intellectual character chooses spells on the full prepared spell list or attacks and damage. The character's Intelligence is added to rolls and saving throw DCs related to the chosen option in place of another ability score.

Intellectual Student: 10 points. A character with intellectual student adds their Intelligence only to attacks or damage, or relies on Intelligence for spells on the moderate prepared spell list.

Passable Intellect: 5 points. A character with passable intellect adds their Intelligence to attack or damage rolls in a limited capacity, such as by spending energy or uses per day, or relies on Intelligence for spells on the poor prepared spell list.

Linguist (Ex)

Cost: 1 point.

Relevant Ability Score: Intelligence

A character with linguist learns a number of non-secret languages equal to their Intelligence modifier (minimum 1). They know those languages in addition to their common language without putting skill ranks in Linguistics.

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Gift of Tongues (Ex): 2 points. The character learns one additional language every time they put a skill rank in Linguistics and gains their choice of +1 to Bluff and Diplomacy or +4 Linguistics.

Lore Master (Ex)

Cost: 1 point per rank.

A character with lore master can choose to take 10 on any Knowledge skill check in which they have ranks. Once per day per rank, as a standard action, the character can take 20 instead.

Monster Lore (Ex): 1 point. A character with monster lore adds their Wisdom modifier on Knowledge skill checks in addition to their Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

No Trace (Ex)

Cost: 2 points per rank.

A character with no trace gains a +1 insight bonus per rank on Disguise skill checks and on opposed Stealth checks. They also increase the DC to track them using the Survival skill by +1 per rank.

Restrictions: The character only gains the bonus on Disguise and Stealth checks as long as they are stationary and have not taken any action for at least 1 round.

Skill Bonus (Ex)

Cost: 2 points per rank.

A character with skill bonus gains +2 to one skill of their choice per rank or +1 to two skills of their choice per rank (to a maximum of +2 per skill).

Skill Ranks (Ex)

Cost: 1 point per 2 skill ranks.

Relevant Ability Score: Intelligence

A character with this attribute gains skill ranks equal to twice the points spent. At 5 points, and every 4 points spent thereafter (9, 13, and so on), the character adds their Intelligence modifier to their total number of skill ranks. This can reduce the character's total number of skills ranks if their Intelligence is 9 or lower. Skills cannot have more ranks than a character's level.

Skilled: 4 points. The character gains 1 additional skill rank for every class level, Hit Die, or skill ranks attribute they buy.

Skill Versatility (Ex)

Cost: 1 point per rank.

A character with skill versatility chooses one skill and two related skills. The character can use their bonus on the chosen skill in place of the bonus in related skills. The GM decides if skills are related for this purpose.

Example: A character with Appraise can choose Linguistics and Perception as related skills, using Appraise when deciphering scripts, detecting forgeries, or searching for traps.

Restrictions: The character cannot choose the same skills more than once, but can choose multiple sub-skills, such as Knowledge (arcana) and Knowledge (religion).

Magical Attributes

Unless otherwise noted, all magical attributes are spell-like (Sp) or Supernatural (Su) abilities.

Arcane School

Cost: 1 point + 3 points per rank.

A character with an arcane school chooses 1 school of magic and gains the benefits granted as a wizard of their total Hit Dice.

Rank 1: The character gains the arcane school's 1st-level benefits.
Rank 2: The character gains the arcane school's 8th-level benefits.
Rank 3: The character gains the arcane school's 20th-level benefits.

Defects: The character must also choose 2 opposition schools. When preparing spells from an opposed school, the character uses two spell slots. A character that does not prepare spells must spend 2 spell slots of the appropriate level to cast a spell from an opposed school.

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School Spells: 3 points per rank. The character gains 1 additional spell slot per rank that can be used to prepare and cast spells from their arcane school. The character also learns one additional spell per Hit Die from their arcane school.

Aspect of Power (Su)

Cost: 3 points per rank.

A character with aspect of power chooses 1 ability score per rank. As a swift action, the character can gain a +2 enhancement bonus to that ability score.

Improved Aspect: 2 points per rank. All of the character's aspects of power increase their bonuses by +2 per rank.

Chimeric Aspect: 4 points per rank. The character can gains the benefits of 1 additional aspect of power per rank with 1 use.

Restrictions: Each use of aspect of power lasts for 3 minutes +1 minute per rank.

Aura (Su)

Cost: 1 point per aura.

A character with aura chooses 1 attribute they have and grants the benefit of that attribute to each of their allies within 10 feet.

Restriction: The character must be alive and conscious.

Cantrips (Sp)

Cost: 2 points per rank.

Relevant Ability Scores: Intelligence, Wisdom, or Charisma

A character with cantrips chooses a fantasy spellcasting class and gains 0-level spells related to that class. Each rank of cantrips grants the next increase to the number of cantrips the character can know or prepare, within the restrictions of the class.

Example: A character with wizard cantrips gains a spellbook containing all core 0-level sorcerer/wizard spells. The character can prepare and cast up to 3 of those spells each day. By contrast, a character with sorcerer cantrips knows 4 0-level sorcerer/wizard spells they can cast at will. Both characters would spend 2 points to increase their number of cantrips known/per day by 1.

Spell-Like Ability: 1 or 2 points. For 1 point, a character can learn 1 cantrip that can be cast as a spell-like ability twice per day or 2 cantrips that can each be cast once per day. For 2 points, a character learns 1 cantrip that can be cast at will.

Channel Energy (Su)

Cost: 4 points per rank.

A character with channel energy gains energy equal to 3 + their Charisma modifier. As a standard action, the character chooses to heal or harm every living or undead creature in a 30-ft. radius centered on the character for 1d6 per rank (up to 10d6). Creatures damaged in this way can attempt a Will save (DC 10 + the total ranks up to 10 + the character's Charisma modifier) to halve the damage.

Lay on Hands: 4 points. As a standard action, a character with the lay on hands attribute (pg 70) can spend 2 energy to use channel energy with an effective rank equal to half their total Hit Dice.

Restrictions: If a character's alignment affects their channel energy (such as clerics), the cost is reduced to 2 points per rank (or 2 points total with lay on hands).

Clone (Su)

Cost: 3 points + 3 points per rank.

A character with clone can, as a full-round action, take 10 points of damage to create a clone of themselves. The clone is a 1st-level member of the character's race and class with identical ability scores and 7 points per rank to spend toward the character's attributes. A point-based clone gains 12 points + 12 points per rank instead, but can only spend those points toward the character's attributes, except clone.

The clone is its own creature. It is not mindless, and will not allow itself to be sacrificed needlessly, but will otherwise aid the character in any way it can.

A clone lasts for 1 minute per rank, after which it fades away, melts, or otherwise leaves reality.

Defect: If a clone is destroyed or dismissed before its time is up, the character must make a Fortitude save (DC 10 + damage dealt), or suffer half of the damage from the last attack or negative effect that it suffered.

Domains

Cost: 3 points per rank.

A character with domains chooses 1 domain per rank (up to 2 domains) and gains access to the 1st-level power of those domains.

Rank 1: The character gains the domain's 1st-level benefits.
Rank 2: The character gains all of the domain's benefits.

Domain Spells: 1 point per rank. A character that can cast spells learns 1 spell level's worth of domain spells per rank for each of their domains. The character can cast 1 domain spell of each level per day without expending energy or a spell slot.

Dynamic Sorcery

Cost: 5, 10, or 15 points per rank.

Relevant Ability Score: Charisma

Note: Dynamic sorcery is one of the most complex, potentially powerful attributes, but can be very fun to play if used properly. Work with the GM to determine the limitations (and thus final cost per rank) that dynamic sorcery holds within the world.

A character with dynamic sorcery gains energy equal to their Charisma modifier + the value listed for their rank for each Hit Die they possess.

For 15 points per rank, the character can spend energy to cast up to 5 spells per spell level each day with a maximum spell level equal to their dynamic sorcery rank. These spells can be from any class spell list.

For 10 points per rank, the character chooses a central theme from which to cast spells.

For 5 points per rank, the character can only use dynamic sorcery under specific conditions, such as only against other pet monsters, when in an alternate reality, or when they have 1/4 or fewer hit points remaining.

Spell Cost: Casting a spell costs energy equal to the spell level squared (see Cost on the chart below).

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Rank	Energy per HD	Spell level	Cost
1	3	1st	1
2	5	2nd	4
3	8	3rd	9
4	12	4th	16
5	18	5th	25
6	24	6th	36
7	32	7th	49
8	40	8th	64
9	50	9th	81

Defect: The Eschew Materials feat does not affect dynamic sorcery.

Restrictions: The character must provide all required components when casting a spell with dynamic sorcery, including any focus or material components. This limiting factor means that while seemingly all-powerful, a character with dynamic sorcery remains constrained to what they have on hand or can easily procure in the heat of the moment. Because of this, most characters with dynamic sorcery will keep a small list of common spells and their components handy, with a few more emergency options on their horse or in a nearby cart.

Dynamic Strike (Sp): 2 points. As an immediate action, the character can spend 3 energy per spell level to grant a bonus on their next attack made with a manufactured weapon equal to the spell level, and double that bonus to the damage if they hit. The character can use dynamic strike after the attack roll has been made, but before the result is revealed. This extra damage is the same type as the weapon, but does not multiply on a critical hit.

Pet Monster Sorcery (Sp): 5 points per rank. A character with pet monster (rank 1) can cast dynamic sorcery spells through their active pet monster. The character's dynamic sorcery spells are governed by their active pet monster's type and theme (cold-based monsters can't cast *fireball*, and so on). Work with the GM to determine a specific pet monster's type and theme. *Restrictions*: Multiple pet monsters of different types and themes can grant access to additional spells, but those spells must still be cast through the appropriate pet monster.

Elasticity (Su)

Cost: 2 points per rank.

A character with elasticity can contort, manipulate, and stretch their body in different ways. For each rank, choose one of the following.

Lunge: As a free action, the character takes a –2 penalty to AC for 1 round and increases their reach by 5 feet. This option can be selected more than once. The character can stack its effects.

Manipulate: The character can squeeze into a space sized for a creature 1 category per rank smaller than its base size. Alternatively, the character gains +1 per rank on Disable Device checks when the target has internal mechanisms (such as tumblers on a lock).

Shape: As a full-round action, the character can grow or shrink up to 1 foot, or adjust up to 1 physical feature per rank. This otherwise functions as an *alter self* spell.

Wrap: The character gains +1 per rank when attempting a grapple combat maneuver and +1 per rank on Escape Artist checks.

Environmental Control (Su)

Cost: By option.

Relevant Ability Score: Wisdom

A character with at least 1 rank in environmental control gains energy equal to their Wisdom modifier + 1 per rank. Once started, a character can spend 1 energy as a free action each round to continue controlling the environment.

Environmental control can affect an area with a 10-ft.-radius + 10 feet per rank, centered on the character, with one of the following. Ranks in each of these options are gained separately. For 1 additional point, the character can instead target an unattended object up to 10 feet per rank away from them as the source of the effect.

Darkness: 2 points per rank. The character can lower the light level in the area by 1 per rank (bright, normal, dim, darkness). Visually, this can be a fog, gloom, or shadow.

Light: 1 point per rank. The character can raise the light level in the area by 1 per rank (darkness, dim, normal, bright). Visually, this can be a beam, sunlight, or torchlight.

Silence: 2 points per rank. The character can lower the level of noise in the area, granting +1 per rank on Stealth checks and saves against auditory or sonic effects, but also –1 per rank on Perception checks to listen while within the area. When the effect first enters their space, creatures in the area are granted one Perception check with no penalty (DC 10 + the character's Wisdom modifier + 1 per rank up to 10) to recognize the difference.

Temperature: 1 or 2 points per rank. For 2 point per rank, the character can either raise or lower the ambient temperature in the area up to a burning summer's day or a freezing winter's night. For 1 point per rank, the character can do one or the other, but not both.

Weather: 1, 2, or 3 points per rank. For 1 point per rank, the character can create non-damaging weather effects typical of the area and season (rain in the fall, a breeze on a warm day, or a light snow in the winter). For 2 points per rank, the character can create non-damaging weather effects not typical of the area or season (snow in the summer or rain underground). For 3 points per rank, the character can create damaging weather regardless of their current location (lightning storms, freezing wind in the desert heat, or a tornado).

Once the weather is created, the character does not control it, and it can potentially harm the character or their allies. The weather remains for up to 1 round per 2 ranks after the character stops spending energy to maintain it. A character that wants to cease the weather immediately must make a Will save (DC 10 + 1 per rank + 1 per round remaining) to do so.

Exorcist (Sp)

Cost: 1 point per rank.

Relevant Ability Score: Wisdom

A character with exorcist gains energy equal to their Wisdom modifier + 1 per rank. They can spend energy to create cleric spell effects, and their effective cleric level is equal to twice their ranks in exorcism.

1 point—*bless water, deathwatch, detect alignment (choose one), protection from alignment (choose one), remove fear.*

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2 points—*augury, calm emotions, consecrate, status.*

3 points—*accept affliction, magic circle against alignment (choose one), remove curse.*

4 points—*death ward, dimensional anchor, discern lies, dismissal.*

5 points—*break enchantment, commune, hallow.*

6 points—*alleviate corruption, banishment, undeath to death.*

Fantasy Spellcasting (Sp)

Requirement: At least 1 Hit Die (full or moderate spell list) or 4 Hit Dice (poor spell list).

Cost: By class.

Relevant Ability Score: By class

A character with fantasy spellcasting gains a few choices in how they want to gain and cast spells.

These spells are learned and cast with all of the restrictions and level (or Hit Dice) requirements placed on the chosen class—they do not require energy. Each rank buys a new spell level from the same, or a different list. See each list for its cost per rank.

For unbridled spellcasting that requires energy, see dynamic sorcery. Example fantasy spellcasters include:

Bard: (Charisma) Fantasy bards can cast arcane spells for 6 points per rank. Their spells are drawn from the bard spell list and cast using the moderate spontaneous spell progression. *Restrictions*: Arcane spell failure (1 point), spell list (4 points), spells known (2 points).

Cleric: (Wisdom) Fantasy clerics can cast divine spells for 7 points per rank. Their spells are drawn from the cleric spell list and cast using the full prepared spell progression. *Restrictions*: Code of conduct (2 points), spell list (1 point).

Druid: (Wisdom) Fantasy druids can cast divine spells for 7 points per rank. Their spells are drawn from the druid spell list and cast using the full prepared spell progression. *Restrictions*: Code of conduct (2 points), spell list (1 point).

Paladin: (Charisma) Fantasy paladins can cast divine spells for 3 points per rank. Their spells are drawn from the paladin spell list and cast using the poor prepared spell progression. *Restrictions*: Code of conduct (3 points), reduced spells per day (2 points), spell list (4 points).

Ranger: (Wisdom) Fantasy rangers can cast divine spells for 3 points per rank. Their spells are drawn from the ranger spell list and cast using the poor prepared spell progression. *Restrictions*: Reduced spells per day (2 points), spell list (4 points).

Sorcerer: (Charisma) Fantasy sorcerers can cast arcane spells for 12 points per rank. Their spells are drawn from the sorcerer/wizard spell list and cast using the full spontaneous spell progression. *Restrictions*: Arcane spell failure (3 points), spells known (1 point).

Summoner: (Charisma) Fantasy summoners can cast arcane spells for 6 points per rank. Their spells are drawn from the sorcerer/wizard spell list and cast using the moderate spontaneous spell progression. *Restrictions*: Arcane spell failure (2 points), spells known (2 points), spell list (4 points).

Wizard: (Intelligence) Fantasy wizards can cast arcane spells for 12 points per rank. Their spells are drawn from the sorcerer/wizard spell list, added to a spellbook, and cast using the full prepared spell progression. *Restrictions*: Arcane spell failure (3 points).

Full Prepared Spell List

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	4	3	2	—	—	—	—	—	—	—
5th	4	3	2	1	—	—	—	—	—	—
6th	4	3	3	2	—	—	—	—	—	—
7th	4	4	3	2	1	—	—	—	—	—
8th	4	4	3	3	2	—	—	—	—	—
9th	4	4	4	3	2	1	—	—	—	—
10th	4	4	4	3	3	2	—	—	—	—
11th	4	4	4	4	3	2	1	—	—	—
12th	4	4	4	4	3	3	2	—	—	—
13th	4	4	4	4	4	3	2	1	—	—
14th	4	4	4	4	4	3	3	2	—	—
15th	4	4	4	4	4	4	3	2	1	—
16th	4	4	4	4	4	4	3	3	2	—
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	3
20th	4	4	4	4	4	4	4	4	4	4

Moderate Prepared Spell List

Level	0	1st	2nd	3rd	4th	5th	6th
1st	3	1	—	—	—	—	—
2nd	4	2	—	—	—	—	—
3rd	4	3	—	—	—	—	—
4th	4	3	1	—	—	—	—
5th	4	4	2	—	—	—	—
6th	5	4	3	—	—	—	—
7th	5	4	3	1	—	—	—
8th	5	4	4	2	—	—	—
9th	5	5	4	3	—	—	—
10th	5	5	4	3	1	—	—
11th	5	5	4	4	2	—	—
12th	5	5	5	4	3	—	—
13th	5	5	5	4	3	1	—
14th	5	5	5	4	4	2	—
15th	5	5	5	5	4	3	—
16th	5	5	5	5	4	3	1
17th	5	5	5	5	4	4	2
18th	5	5	5	5	5	4	3
19th	5	5	5	5	5	5	4
20th	5	5	5	5	5	5	5

Greater Spell Access: 2 points per spell level. The character learns 2 spells per spell level from another spell list. If the character and their alternate spell list also have cantrips, the character learns 2 new cantrips from that list for free.

Spontaneous Casting: 1 or 2 points per rank. A character with spontaneous casting and a prepared spell list chooses a small subset of spells per level that they can cast in place of a spell they have already prepared. The cost of this attribute is determined based on the group of spells chosen.

Inherent Sorcery (Ex)

Cost: 1 point.

Relevant Ability Score: Charisma

A character with inherent sorcery chooses up to 2 sorcerer bloodlines. When they have at least one of the chosen bloodlines, the character either treats their Charisma as 2 points higher for all attributes of that class or increases their caster level (not class level) by 1.

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Poor Prepared Spell List				
Level	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	1	—	—	—
5th	1	—	—	—
6th	1	—	—	—
7th	1	1	—	—
8th	1	1	—	—
9th	2	1	—	—
10th	2	1	1	—
11th	2	1	1	—
12th	2	2	1	—
13th	3	2	1	1
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3

Moderate Spontaneous Spell List						
Level	1st	2nd	3rd	4th	5th	6th
1st	1	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	3	—	—	—	—	—
4th	3	1	—	—	—	—
5th	4	2	—	—	—	—
6th	4	3	—	—	—	—
7th	4	3	1	—	—	—
8th	4	4	2	—	—	—
9th	5	4	3	—	—	—
10th	5	4	3	1	—	—
11th	5	4	4	2	—	—
12th	5	5	4	3	—	—
13th	5	5	4	3	1	—
14th	5	5	4	4	2	—
15th	5	5	5	4	3	—
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

Full Spontaneous Spell List									
Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—
6th	6	5	3	—	—	—	—	—	—
7th	6	6	4	—	—	—	—	—	—
8th	6	6	5	3	—	—	—	—	—
9th	6	6	6	4	—	—	—	—	—
10th	6	6	6	5	3	—	—	—	—
11th	6	6	6	6	4	—	—	—	—
12th	6	6	6	6	5	3	—	—	—
13th	6	6	6	6	6	4	—	—	—
14th	6	6	6	6	6	5	3	—	—
15th	6	6	6	6	6	6	4	—	—
16th	6	6	6	6	6	6	5	3	—
17th	6	6	6	6	6	6	6	4	—
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

Poor Spontaneous Spell List				
Level	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	1	—	—	—
5th	1	—	—	—
6th	1	—	—	—
7th	1	1	—	—
8th	1	1	—	—
9th	2	1	—	—
10th	2	1	1	—
11th	2	1	1	—
12th	2	2	1	—
13th	3	2	1	1
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	2

Inspire Competence (Su)

Cost: 2 points per rank.

Relevant Ability Score: Charisma

A character with inspire competence gains energy equal to their Charisma modifier + 1 per rank. As a standard action, the character can spend 1 energy and choose a skill. They grant themselves and each ally who can hear and see them a +1 competence bonus per rank on skill checks with that skill. Once started, a character can spend 1 energy as a free action each round to continue inspiring competence.

Performer: A character with the performer attribute can buy ranks of inspire competence for 1 point per rank instead.

Inspire Courage (Su)

Cost: 2 points per rank.

Relevant Ability Score: Charisma

A character with inspire courage gains energy equal to their Charisma modifier + 1 per rank. As a standard action, the character grants themselves and each ally who can hear and see them a +1 morale bonus per rank on saving throws against charm and fear effects and a +1 competence bonus per rank on attack and weapon damage rolls. Once started, a character can spend 1 energy as a free action each round to continue inspiring courage.

Performer: A character with the performer attribute can buy ranks of inspire courage for 1 point per rank instead.

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Inspire Greatness (Su)

Cost: 3 points per rank.

Relevant Ability Score: Charisma

A character with inspire greatness gains energy equal to their Charisma modifier + 1 per rank. As a standard action, the character can spend 1 energy and choose up to 1 ally per rank who can hear and see them. The character and each those allies gain 2 ranks of Hit Dice (d10), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The hit points gained from this attribute are temporary hit points. Once started, a character can spend 1 energy as a free action each round to continue inspiring competence.

Performer: A character with the performer attribute can buy ranks of inspire greatness for 1 point + 1 point per rank instead.

Item of Power (Su)

Cost: 3 or 4 points per rank.

A character with item of power gains access to a piece of special equipment with functions beyond that of magical and technological items (but may begin as or become either as it progresses). The item itself is the source of the power, not the character.

An item of power begins as an object, such as a necklace, tome, vehicle, or wand with 5 points per rank to spend on attributes. If the item is intended to be magical, it can either be priced accordingly by the GM against the character's wealth by level, or grow into that power as the character grows proportionately in strength.

For 3 points per rank, the item of power can be de-powered, lost, or destroyed without much effort, such as simply taking it or through spells like *dispel magic*. For 4 points per rank, the item automatically returns to its owner within 8 hours –1 hour per rank (minimum 1 hour), and only effects similar to a *wish* or *mage's disjunction* can cause the item to be de-powered, lost, or destroyed. An item that is de-powered, lost, or destroyed, can usually still be recovered by spending 1 week during downtime to gain it back, or the GM may provide a storyline and a quest to help recover its power.

Restrictions: If the item can only be used by a specific group of individuals (such as only one race or a team of sentai members), it costs 1 additional point total. If the item can only be used by a specific individual, it costs 2 additional points total.

Rank 1: The item can be activated as a full-round action.
Rank 3: The item can be activated as a standard action.
Rank 5: The item can be activated as part of a move action.
Rank 7: The item can be activated as a swift action.

Common Defects & Restrictions: Conditional ownership, indebted, marked, nemesis, red tape, significant other, skeleton in the closet, and wanted.

Ki Pool (Su)

Cost: 2 points.

Relevant Ability Score: Wisdom

A character with ki pool gains energy equal to their Wisdom modifier + 1/2 their total Hit Dice.

Flurry: A character with the flurry attribute (pg 80) can spend 1 energy as a swift action when using flurry to make 1 additional attack at their highest attack bonus.

Ki Powers: 1 point each. The character gains a monk ki power. The core ki powers (and the Hit Dice required) include abundant step (8th), diamond body (8th), diamond soul (12th), empty body, high jump, quivering palm (16th), slow fall, and wholeness of body.

Lay on Hands (Su)

Cost: 4 points.

Relevant Ability Score: Charisma

A character with lay on hands gains energy equal to half their total Hit Dice + their Charisma modifier. As a standard action, the character can heal a touched creature for 1d6 hit points per 2 Hit Dice (minimum 1d6), or damage a touched undead for the same amount. As a swift action, the character can heal themselves instead.

Channel Energy: 4 points. As a standard action, the character with can spend 2 energy to use the channel energy attribute with an effective rank equal to half their total Hit Dice.

Restrictions: If a character's alignment affects their channel energy (such as clerics), the cost is reduced to 2 points per rank (or 2 points total with lay on hands).

Corrupting Touch: 4 points. A character with corrupting touch damages a touched creature or heals an undead instead.

Holy Champion: 3 points. A character with 20 Hit Dice heals the maximum amount they are able with lay on hands or channel energy.

Mercy: 1 point each. The character gains a paladin mercy.

Magical Adept (Ex)

Cost: 3 points.

A character with magical adept gains +2 on caster level checks to overcome spell resistance and +2 on Spellcraft checks made to identify the properties of magic items.

Metamorphosis (Sp)

Cost: 5 points per rank.

Relevant Ability: Charisma

A character with metamorphosis gains energy equal to their Charisma modifier + 1 per rank. As a full-round action, the character can target one creature within 30 feet and spend points to grant it an alternate form or eidolon evolution.

Rank 1: The character can spend up to 3 energy with one use to grant the target that many evolution points. Those points can be spent on 1 or 2-point evolutions. Alternatively, the character can cast up to a 3rd-level transmutation spell, using twice their ranks in metamorphosis as their effective sorcerer level.
Rank 3: The character can spend up to 5 energy with one use, and can grant 3-point evolutions, or cast up to a 5th-level transmutation spell.
Rank 5: The character can spend up to 7 energy with one use, and can grant 4-point evolutions, or cast up to a 7th-level transmutation spell.

Restriction: The effect lasts for 1 round per rank. If used on an unwilling creature, this is either a curse or a disease (choose when purchasing rank 1). If it's a curse, that creature can ignore the effect with a successful Will save (DC 10 + the character's Charisma modifier + 1 per rank). If it's a disease, the save is Fortitude instead.

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Greater Duration: Increasing the duration to 1 minute per rank reduces the effective rank by 2, 1 hour per rank by 3, and permanent by 4.

Remove Defect: 2 points. The character can also spend energy to remove defects from the creature, spending 2 energy for every 1 point of defect removed.

Mimicry (Su)

Cost: 1 point + 1 point per rank.

Once per day per rank, a character with mimicry can use any ability they witness another creature use. The ability is used in exactly the same way, but the character chooses different targets. The character is treated as meeting all prerequisites and requirements of the ability at the time it is used. Skill checks mimicked in this way use the mimicked creature's bonus plus the character's ability score modifier.

Defect: The strength of the mimicked ability is limited by the character's own ability scores and Hit Dice (minimum 1). Even if a 2nd-level character mimics a *fireball* cast by an 11th-level wizard, they still only deal 2d6 fire damage with their own.

Restrictions: The character must use the ability within one minute of witnessing it, or it loses the ability until it witnesses it again.

Perfect Copy: 2 points. For up to 1 minute per day, the character can act as a duplicate of another creature they can see, gaining each of that creature's abilities and attacks after the creature uses them, with the same defects and restrictions as mimicry. For every 2 ranks of mimicry gained beyond the first, the character can use perfect copy for 1 additional minute. These minutes do not need to be used consecutively, but must be used in 1-minute increments.

Performer (Su)

Cost: 2 points per rank.

Relevant Ability Score: Charisma

A character with performer gains energy equal to 2 + their Charisma modifier + 2 per Hit Die. As a standard action, the character can spend 1 energy to create a performance. Once created, a character can spend 1 energy as a free action each round to continue it.

Each rank of performer grants one performance of the character's choice (except inspire competence, courage, and greatness, see below). The character can begin a performance as a move action at rank 5, or as a swift action at rank 7.

Restrictions: The character can have 1 performance active at a time. There's a 50% chance to lose a performance if blind (visual) or 20% if deaf (audible). The performance ends immediately if the character is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round.

Inspire: By attribute. A character can use performer to create the effects of inspire competence, courage, or greatness for a lower cost.

Size Change (Su)

Cost: 1, 5, or 6 points per rank.

Relevant Ability Score: Constitution

For 1 point per rank, as a standard action, a character with size change can shrink up to 1 size category per rank. The character can return to their full size as part of a move action.

For 5 points per rank, the character can grow instead.

For 6 points per rank, the character can choose to shrink or grow up to 1 size category per rank with each standard action. Returning to their own size is still part of a move action.

Spell-Like Ability (Sp)

Cost: 1, 2, 3, or 4 points per rank.

Relevant Ability Score: Charisma

A character with lesser spell-like ability chooses a 1st (1 points), 2nd (2 points), 3rd (3 points), or 4th-level spell (4 points) that does not attack a creature or deal damage and learns to cast that spell once per rank each day. The caster level of the spell is equal to the character's total Hit Dice (minimum 1).

At Will: A character can pay 4x the cost to learn how to use a 3rd-level or lower spell at will instead.

Dangerous: 2 points. The chosen spell can attack a creature or deal damage. This cost is added before at will. The saving throw DC for this spell is 10 + its level + the character's Charisma modifier.

Gate: 4 points. A character with summon monsters (rank 9) can use that ability to cast *gate* instead, paying any required material components. This otherwise functions as summon monsters.

Racial Trait: A character with a race can pay twice the cost at character creation to learn how to use a 3rd-level or lower spell at will instead. *Restriction*: This attribute is only available at character creation to characters with a race and appropriate backstory.

Summon Monsters: 2 points per rank. A character with summon monsters can cast *summon monster* spells 3 + their Charisma modifier times per day. The spell level is equal to the character's summon monsters rank, and the caster level is equal to the character's total Hit Dice (minimum 1). *Restrictions*: Only one casting of the spell can exist at a time. A character cannot have both an eidolon and monsters summoned with this attribute at the same time.

Mechanical Attributes

Computer Scanning (Ex or Su)

Cost: 2 points per rank.

Relevant Ability Score: Intelligence

A character with computer scanning can access, read, and understand computer language, also known as code, by plugging directly into a computer or terminal. Computer language is comprised of 1's and 0's, and is not restricted by actual languages (such as Common), but knowing the standard language used on a computer or terminal does grant a +2 circumstance bonus on any relevant checks.

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Rank 1: The character can scan the code from one computer or terminal within 5 feet, ignoring up to 1 security protocol per rank.
Rank 2: The character can scan the code from up to 2 simultaneous computers within 5 feet, or 1 computer they can see within 30 feet.
Rank 3: 5 computers within 5 feet, or 1 computer within 100 feet.
Rank 4: 10 computers within 30 feet, or 1 computer within 500 feet.
Rank 5: The character can scan any computer they are aware of within 1 mile of their location.
Rank 6: The character can search for computers using Perception checks (DC 20 + 5 per mile away), then scan them as normal. This does not allow the character to pinpoint the location of a computer or terminal. They can also scan any computer they are already aware of while on the same plane of existence.

Defect: Scanning computers leaves the character vulnerable to cyber attacks, malware, and viruses. Successful Reflex, Will, and Fortitude saves, respectively, can avoid such attempts, and failed saves can manifest as physical damage, confusion, or illness. In addition, the character's use of the computer can be perceived by others with access without one or more Stealth checks to avoid detection.

Restriction: At ranks 1 through 4, the character must have an access point, such as a computer interface or terminal.

Constructed (Ex)

Cost: 2 points.

A constructed character counts as a construct that gains +4 on all saves against mind-affecting effects, paralysis, poison, and stun effects. They are not subject to fatigue or exhaustion, and are immune to disease, emotion-based effects, fear, and sleep effects.

Defects: The character cannot gain morale bonuses.

Customization

Requirements: Constructed attribute or proficiency with light, medium, or heavy armor.

Cost: 2 points per customization.

A customization is any attribute worth no more than 3 points (with the exception of flight), or any single weapon or vehicle upgrade, added as a permanent addition to a constructed character or a suit of armor. Work with the GM if buying a customization or restriction not listed here.

Common Customizations: Alternate form, bonus feat, damage reduction, danger sense, exceptional saves, fast movement, flight, hit dice (d10), minor immunity, special movement, natural attacks, overpower, rage, spell resistance, spell-like ability, rejuvenation, surge, and uncanny dodge.

Common Defects & Restrictions: Achilles heel, activation time, concentration, dependent, detectable, famous, marked, owned, permanent, unreliable, vulnerability, and weakness.

Discoveries

Cost: 1 point per discovery.

A character with discoveries gains 1 alchemist discovery per rank as an alchemist of their level. Some discoveries may not benefit the character without additional attributes, such as explosives (bombs).

Explosives (Ex)

Cost: 3 points per rank.

A character with explosives can swiftly mix various volatile chemicals to create powerful explosive devices that they can hurl at their enemies. A character can create and use up to 2 explosives per rank each day plus additional explosives equal to their Intelligence modifier.

Drawing and throwing an explosive requires a standard action that provokes an attack of opportunity. Thrown explosives have a range of 20 feet. On a direct hit, an

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explosive inflicts 1d6 points of fire damage + additional damage equal to the character's Intelligence modifier. For each rank beyond the first, the explosive deals an additional 1d6 fire damage.

An explosive's splash damage is always equal to its minimum damage (so if the explosive would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the character's level + the character's Intelligence modifier.

Restrictions: An explosive's additional damage is not multiplied on a critical hit. Explosives typically only last for 1 round if not used immediately. Explosives are considered weapons in the thrown weapon group and can be selected using feats such as Point-Blank Shot and Weapon Focus.

Fast Explosives: 1 point. A character with fast explosives can create and use explosives as part of a full-attack action.

Launcher: 1 point. A character with launcher can create explosives they can shoot with a bow, crossbow, or firearm out to that weapon's first range increment.

Gunsmith (Ex)

Cost: 3 points.

A character with gunsmith gains one firearm of their choice. Their starting weapon is battered, and only they know how to use it properly. All other creatures treat the character's gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 cy when sold). The character also gains Gunsmithing as a bonus feat.

Surge (Ex)

Cost: 3 points.

Once per day, as an immediate action before rolling a d20, a character with surge adds 3 + their total Hit Dice (minimum 1) to that roll.

Mecha (Giant Mobile Armor)

Cost: 8 points per rank.

A character with mecha gains a suit of giant mobile armor they can control while in battle. A mech is treated as a huge, 1st-level barbarian with no starting race and 10 points +14 points per rank beyond the first to spend on attributes. The mech's skill ranks can only be spent on Strength, Dexterity, and Constitution-based skills, plus Intimidate and Perception. It also gains Intimidating Prowess as its 1st-level feat.

A mech is a mindless object (to play a thinking robot, see the android race or giant robot class) directed by its pilot's actions. It does not possess Intelligence or Charisma scores, and its proficiencies act as compatibility, allowing a pilot that can afford it to give their mech a huge martial weapon, shield, and breast plate, for example. A mech treats spells and spell-like abilities it gains as special attacks that use its Strength (melee), Dexterity (ranged) or Constitution (area) for any related saving throw DC.

Entering a mech is a full-round action that requires the pilot to be in the mech's space. The pilot disappears and is immune to effects and spells while piloting the mech (ongoing effects continue as normal).

While within a mech, the pilot becomes the mech in all ways (feats, hp, and so on), except as noted here. The pilot retains their Intelligence, Wisdom, and Charisma scores. They gain a bonus or penalty equal to the mech's Wisdom modifier on Perception checks. All of the pilot's equipment is absorbed into the mech.

As a swift action, a pilot can emerge from their mech in an unoccupied space adjacent to the mech.

Maintenance: Mecha do not recover hit points like other creatures. Instead, a character can make a DC 15 Knowledge (engineering) check once per day to restore hit points to 1 mech equal to the check result. Failure by 4 or less restores no hit points. Failure by 5 or more deals damage to the mech equal to 15 – the check result. More than one character can make this check each day to help with repairs, and magic such as *mending* or *make whole* can also aid in repairing damaged mecha.

Character Restrictions: The character cannot benefit from their other attributes while piloting a mech.

Mecha Restrictions: Mecha cannot gain a companion, flunkies, a pet monster, or a cohort. A mech that would gain a companion from an attribute or class levels must choose the non-companion option if able or gain those points back if not. Mecha also cannot choose any defects or restrictions that only affect living creatures, such as phobia, recurring nightmares, red tape, significant other, or skeleton in the closet.

Defects: A mech is not a creature. It cannot act in initiative unless a character pilots it. If a mech is reduced to 0 hit points while a character pilots it, the character is immediately ejected, takes 4d6 damage, and is stunned for 1 round.

When not in use, a mech must be stored and requires 1 day of routine maintenance per week. Routine maintenance does not restore hit points. A mech without routine maintenance temporarily reduces its total points by 3 for each missed routine maintenance. This can cause the mech to lose some attributes temporarily as points are removed from them.

Remote Control: 12 points spent by the mech. The mecha can be directed by the character from up to 1 mile away to take equivalent actions (it moves as a move action, attacks as a standard action, and so on) without the character piloting it, but the character is not immune to effects or spells while using remote control.

Sentai Mecha: 15 points spent by the mech. As a standard action, a mech with this attribute can touch another mech with this attribute or a character with at least 1 sentai member level and combine into a more powerful mech. Treat all combined mecha as piloted by the smallest among them (or choose if there is a tie). Each pair of mecha except the last must be the same size, and the combined mech increases its size by 1 category, up to colossal.

While combined, the new mech can use all combined mecha's attributes at the highest rank among them +1 (if applicable) and gains ranks in special attack equal to the total number of mecha combined + the highest rank of mecha or special attack among them.

It is strongly recommended that characters with sentai mecha plan combinations out ahead of time so they know what attributes gain bonuses and can spend any extra points gained as a team.

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Example: A group of 5 huge mecha (rank 1) combine to battle a difficult enemy. For optimal results, four of the mecha pair off and combine, becoming 2 gargantuan mecha with +1 in all attributes and special attack (rank 3). Those two mecha then combine into a colossal mech with +2 total in all attributes and special attack (rank 6). Finally, the remaining mech combines with the colossal mech, gaining +1 in its attributes and +3 total in all attributes of the colossal mech. The final mech has special attack (rank 9) that it can use.

Mechanical Genius

Cost: 2 points per rank.

A character with mechanical genius reduces the time it takes to craft mechanical devices using the Craft skill by 1 hour per rank each day, to a minimum of 1 hour. Items created in proportionate increments are equally reduced, so if an item normally takes 10 minutes to craft, it takes 1 minute less per rank of mechanical genius, to a minimum of 1 minute.

Aid from other characters with equal ranks of mechanical genius can further reduce this time as they divide up the work between them.

Restriction: The character must still have access to all appropriate tools and, if necessary, a workshop.

Practical Genius: 1 point per rank. A practical genius chooses a single type of mechanical device, such as airplanes, cars, or computers, and applies mechanical genius only to that type of device.

Miscellaneous Attributes

Alternate Form

Cost: 3 or 9 points per rank.

A character with alternate form gains a new form with no starting race or class and 14 points to spend on its attributes. Each rank beyond the first can be used to either start a new alternate form with 14 points or improve an existing alternate form with 10 additional points.

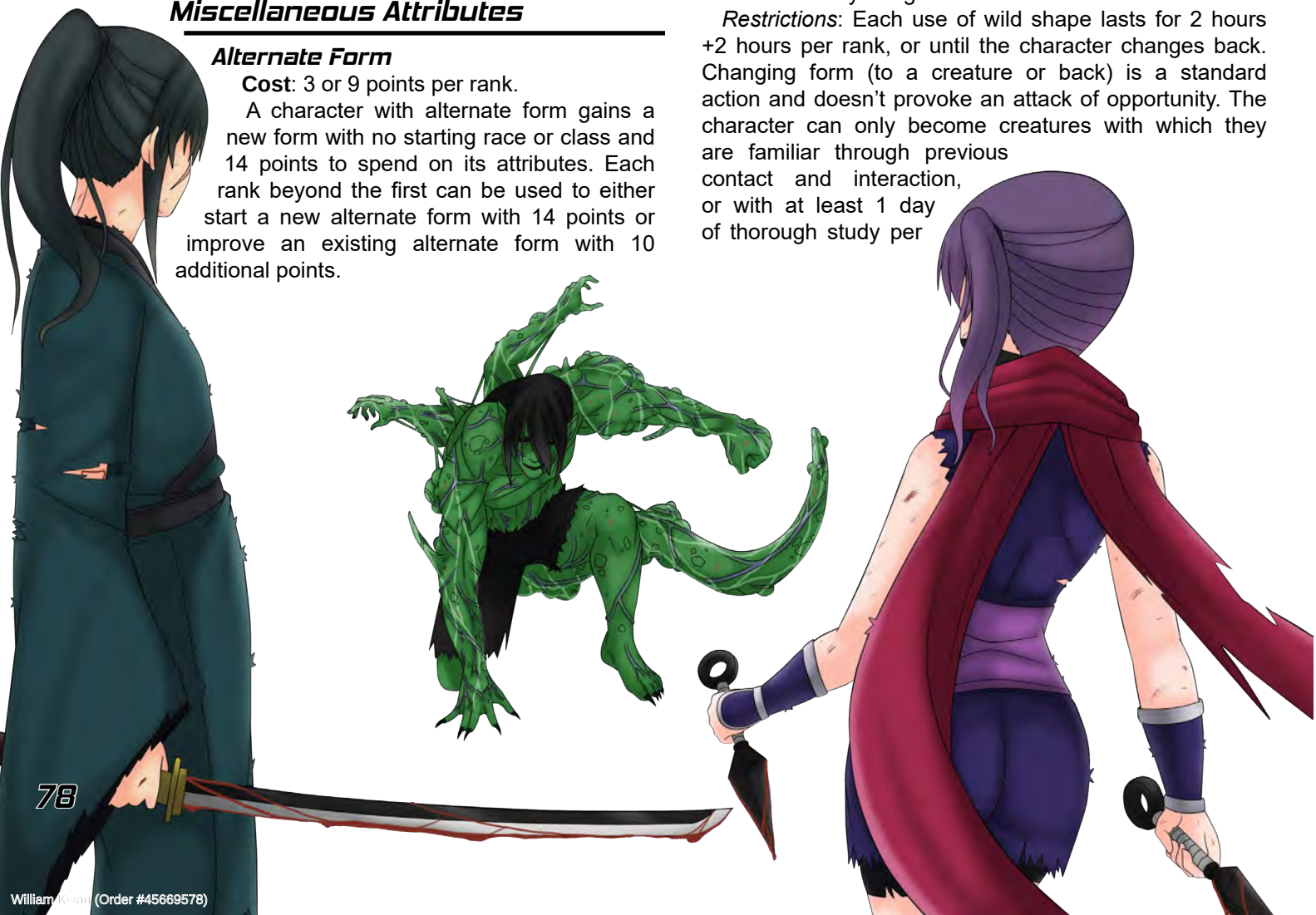
For 3 points per rank, a new form is a completely different being. The character must buy ability scores and a creature type as the basis for the form. The form has none of the character's attributes or defects, though the GM may decide that some attributes not directly related to the character's original form (such as personal gear or flunkies) and some defects still retain their effects. Defects can also be assigned to the new form to provide it with additional points. Unless the GM indicates otherwise, normal clothing becomes part of the alternate form as well.

For 9 points per rank, a new form is an improvement on—or stronger version of—the character's existing form. The character retains their current ability scores, attributes, and defects. They can use their points to buy out defects and restrictions, add new attributes, or improve on the attributes they already have.

Cosmetic Changes: 2 points. The character can undergo cosmetic changes that confer no additional abilities or attributes. This includes: a 10% size increase or decrease, change of gender, 50% apparent age increase or decrease (no changes to ability scores), color changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions).

Wild Shape: 1 point + 1 point per rank. A character with wild shape gains the ability to become different animals once per rank each day. At rank 9, wild shape grants 2 points back, and the character can assume these forms at will. Additional sizes and forms cost 1 point extra at the rank where they are gained.

Restrictions: Each use of wild shape lasts for 2 hours +2 hours per rank, or until the character changes back. Changing form (to a creature or back) is a standard action and doesn't provoke an attack of opportunity. The character can only become creatures with which they are familiar through previous contact and interaction, or with at least 1 day of thorough study per



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Hit Die of the creature. Once a creature is known, similar creatures (Medium vs. Large elementals, or lions and tigers) reduce this time to 1 hour per Hit Die.

A character loses their ability to speak while in animal form because they are limited to the sounds that a normal, untrained animal can make, but they can communicate normally with other animals of the same general grouping as the new form. (Parrots squawk naturally, so changing to such a form does not permit speech.)

Rank 1: Small or Medium animal as *beast shape I*.
Rank 2: Tiny or Large animal as *beast shape II,* or Small elemental as *elemental body I*.
Rank 3: Diminutive or Huge animal as *beast shape III*, Medium elemental as *elemental body II*, or Small or Medium plant creature as *plant shape I*.
Rank 4: Large elemental as *elemental body III*, or Large plant creature as *plant shape II*.
Rank 5: Huge elemental as *elemental body IV*, or Huge plant creature as *plant shape III*.

Bond

Cost: 2, 4, or 6 points.

A character with a bond chooses a specific type of bond they have with some allies, creatures, or objects. The strength of the bond is determined by the character's level.

2 points: The character gains a hunter's bond, as the ranger feature (requires 4 Hit Dice).
4 points: The character gains an arcane bond, as the wizard feature or an eidolon with life link as the summoner feature.
6 points: The character gains an animal companion as the druid feature or a divine bond as the paladin feature

Restrictions: A character cannot use bond to gain 2 animal companions or familiars. A character that wants more control over their options for a companion can buy cohort, flunkies, mecha, or pet monster instead.

Class Level

Cost: 20 points + 14 points per level.

A character with a class level gains the benefits listed by that class for the number of ranks bought in it. While not all levels of a class (particularly the first) are worth exactly 14 points, the full range of class levels up to 20 balance out to that total +20 points for being a 1st-level character.

Levels in an individual class must be bought in order, but characters can buy levels in as many classes as they choose, provided they meet the requirements to do so. Some class benefits overlap and are ignored (such as armor proficiency) when gained by multiple classes, but the GM can also allow points to be returned for attributes bought outside of class progression.

Class levels always include 1 rank in Hit Dice, at least 1 point in skill ranks, and up to 6 ranks in saving throws, as well as one or more attributes that fit the theme and progression of that class.

A character can also choose one favored class. When a class level is gained in the character's favored class, they gain a bonus from their race, +1 hit point, or +1 skill rank.

Example: A point-based character with 4 ranks of weapon training buys weapon mastery. Later in their progression, the character picks up 20 levels of fighter. With 20th level fighter, he can either choose a second weapon to master or gain 3 points back with their GM's permission. If the character also gains a level in paladin, the paladin's overlapping proficiencies are ignored.

Character Feats and Ability Score Increases

Every character gains 1 feat with their first rank of class level or Hit Dice, plus 1 additional feat at every odd combination of class levels and Hit Dice gained thereafter. The character also gains +2 to one ability score of their choice for every 4 total class levels or Hit Dice they possess.

Multitalented: 2 points. The character can choose 2 favored classes instead.

Cohort

Cost: 2, or 5 points per rank.

A character with cohort gains a 1st-level adventurer with no starting race and 10 points + 10 points per rank to spend on its attributes. The cohort is its own creature. It is not mindless and will not allow itself to be sacrificed needlessly, but will otherwise aid the character in any way it can.

For 2 points per rank, the character cannot change their cohort and must recover it in the event that it is lost or slain.

For 5 points per rank, the character can change the cohort between scenes or when the character gains a new rank of cohort. This requires similar effort to a druid changing animal companions.

Restrictions: A cohort cannot also have a companion, flunkies, mecha, or cohort of its own (a cohort that would gain a companion from an attribute or class levels must choose the non-companion option if able or gain those points back if not). It doesn't usually choose the owned, red tape, or significant other defects, but the GM may allow it with a good enough story reason.

Flunkies

Cost: 1 or 2 points per rank.

For 1 point per rank, a character with flunkies gains 1 helpful minion + 1 per rank that can perform minor, non-adventuring tasks for the character, such as gathering information or supplies, helping to craft an item, or procuring room and board at a local inn. For this purpose, each minion gains a skill of the character's choice with a +6 bonus to aid another.

For 2 points per rank, the character's flunkies travel outside of town with the character, and are willing to throw themselves in front of an oncoming enemy if the character directs them to do so with a swift, move, or standard action. For this purpose, each minion has +3 to aid another, 5 hit points and 12 AC.

Defect: Flunkies cannot make skill checks on their own, only to aid the character and their allies. They cannot flank, automatically fail attacks and saving throws, and combat maneuvers always succeed against them.

Recharge: If a character loses any flunkies, they can acquire 1d3 more (up to their limit) each day during downtime.

Multiple Arms

Cost: 4, 5, or 6 points per rank.

A character with multiple arms has 1 additional, fully functioning arm per rank. This allows the character to meet the prerequisites for the Multiweapon Fighting feat.

Multiple arms costs 6 points per rank for standard races, 5 for advanced, and 4 for monstrous.

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Claws: A character with the natural attack (claws) attribute (pg 81) only gains 2 claw attacks unless they choose that attribute again for every 2 additional arms.

Organizational Ties

Cost: 1 to 3 points per rank.

A character with organizational ties has a close relationship with a specific organization within their world, such as a thieves' guild, local government, powerful church, or a fortune 500 corporation. The organization provides contacts and aid in situations related to the character's association.

An organization's influence on a campaign is largely up to the GM. For 1 point per rank, it has only minor influence on an area or direct influence only on a specific demographic, such as a small town or kids ages 3+.

For 2 points per rank, the organization has major influence in its immediate area and some presence on a national scale, such as the steel company that provides most of the jobs in the city and supplies the hulls for the government's military ships.

For 3 points per rank, the organization has major influence on a national scale and is recognized internationally as well.

Example: A hot rod is sponsored by a world-class car dealership. While on a mission, his current ride gets blown up by a rival gun bunny and he must requisition another, but the nearest site is in the next country over. At rank 1, he can travel there and request a discount on a new vehicle. By rank 4, he can have one flown to him. At rank 6, he already has a backup waiting in anticipation of the loss.

Organizational ties that affect larger areas, such as interplanetary, or even intergalactic, can be found in the right campaign, at which point it is best to adjust the scale, rather than the cost. A world-hopping story might see a character buying organizational ties across a single planet for 1 point per rank, within their star system for 2, and across the galaxy for 3 points per rank.

For more personal notoriety, the fame/infamy attribute would be a better choice.

Rank 1: The character can ask for minor assistance with a varying chance of success. After making a successful request, the character may be asked by the organization for a proportionate favor, such as representing them publicly, before making another.
- Minor 1/month 100%, 1/week 50%, 1/day 25%.

Rank 2: The character can ask for minor or moderate assistance.
- Minor 1/week 75%; Moderate 1/week 25%, 1/month 50%.

Rank 3: The character can ask for minor, moderate, or major assistance.
- Minor 1/day 50%; Moderate 1/month 75%; Major 1/month 25%

Rank 4
- Minor 1/day 75%; Moderate 1/month 100%, 1/week 50%

Rank 5
- Moderate 1/week 75%; Major 1/week 25%, 1/month 50%

Rank 6
- Minor 1/week 100%; Moderate 1/day 50%; Major 1/month 75%

Rank 7
- Moderate 1/day 75%; Major 1/week 50%, 1/month 100%

Rank 8
- Minor 1/day 100%; Major 1/week 75%

Rank 9
- Moderate 1/week 100%; Major 1/week 75%

Rank 10
- Major 1/day 75%

Defect: For each step outside of their influential area, a character treats their effective rank as 1 lower. A character who buys influence with their city council would need at least rank 3 before they can rely on occasional support from the governor's office, and the United Nations has likely never heard of them.

Restriction: The presence of an organization can change the flow of the game. Work with the GM prior to choosing this attribute to determine the extent of the organization's influence, and thus, its point cost.

Minor assistance is any sort of monetary aid worth no more than 100 currency or an equivalent favor.

Moderate assistance takes the form of monetary aid or an equivalent favor worth up to 500 currency.

Major Assistance takes the form of monetary aid or an equivalent favor worth up to 2,500 currency.

Personal Wealth

Cost: 3 points per rank.

A character with personal wealth has amassed enough currency that they can own 1 expensive item per rank with an effective level equal to their rank. In addition, they gain wealth by level as a character of their level + their personal wealth rank.

Effective Level	Starting Wealth (cy)
21st	112,500 cy
22nd	144,000 cy
23rd	183,500 cy
24th	233,000 cy
25th	296,500 cy
26th	376,000 cy
27th	475,500 cy
28th	603,000 cy
29th	762,500 cy
30th	962,000 cy

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Pet Monster (Sp)

Cost: 6 points per rank.

A character with pet monster gains a 1st-level adventurer with no starting race and 20 points + 20 points per rank to spend on its attributes. A pet monster is its own creature. It is not mindless, but seeks to aid the character in any way it can, even sacrificing itself if ordered to do so.

A character with pet monster (rank 2 or higher) can have up to 1 additional pet monster per rank. Each pet monster is its own 1st-level adventurer with 20 points, and the character divides the other 20 points per rank between all pet monsters (minimum 5 each).

The character can summon one pet monster from wherever it is stored (a crystal, a special orb, or a toy, for example) as a standard action. Alternatively, they can summon all of their available pet monsters as a full-round action. Monsters appear within 5 feet of the character and can be directed by the character to take equivalent actions (move as a move action, attack as a standard action, and so on). When controlling more than one pet monster, the character can use a full-round action to direct each of their pet monsters to move and make a single attack. A pet monster that receives no direction can take no actions other than total defense.

Restrictions: A pet monster is always non-human and must buy attributes accordingly. It cannot gain class levels, a companion, flunkies, a mecha, or a cohort. It doesn't usually choose the owned, red tape, or significant other defects, but the GM may allow it with a good enough story reason.

Defects: Pet monsters share the highest hit point pool between them and have life link, as the summoner feature. If a pet monster would be dealt enough damage to send it away, the character takes all of that damage instead. All other effects from the damage still occur on the pet monster.

Portable Armory (Su)

Cost: 3 points per rank.

A character with a portable armory can spend 1 minute concentrating to access a digital, magical, or otherworldly emporium that allows for the sale and purchase of various items for a small fee.

Rank 1: The emporium counts as a large town, and the character pays a 10% fee on the total (an item worth 2,000 currency can be bought for 2,200 or sold for 800).
Rank 2: The emporium counts as a small city, and the character pays an 8% fee on the total.
Rank 3: The emporium counts as a large city, and the character pays a 5% fee on the total.
Rank 4: The emporium counts as a metropolis, and the character pays a 2% fee on the total.

Restrictions: A character can spend 1 week during downtime to refresh the items available to purchase at their emporium. This also happens any time the character buys at least 1 rank of portable armory or gains 1 Hit Die.

Size

Cost: 0 points or by size.

All characters are Medium-size by default. Each size larger or smaller has its own benefits and restrictions.

Large: 7 points. A Large character gains +2 Strength, –2 Dexterity, –1 to AC and attacks, +1 CMB and CMD, and –4 Stealth. The character's space is 10 feet by 10 feet with a reach of 5 feet. For 2 additional points

Small: 0 points. A Small creature gains +1 to AC and attacks, –1 CMB and CMD, and +4 Stealth.

Tiny: 4 points. A Tiny character gains +2 Dexterity, –2 Strength, +2 to AC and attacks, –2 CMB and CMD, and +8 Stealth. *Restrictions*: The character's space is 2-1/2 feet by 2-1/2 feet, so up to four can fit into a single square. Tiny characters typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares and must enter an opponent's square (provoking an attack of opportunity) to attack it in melee. They do not threaten the squares around them, so other creatures can move through those squares without provoking attacks of opportunity. Creatures with 0-ft. reach cannot flank an enemy.

Movement Attributes

Biped

Cost: 0 points.

All characters have biped by default. A character with biped has a 30-ft. base movement speed.

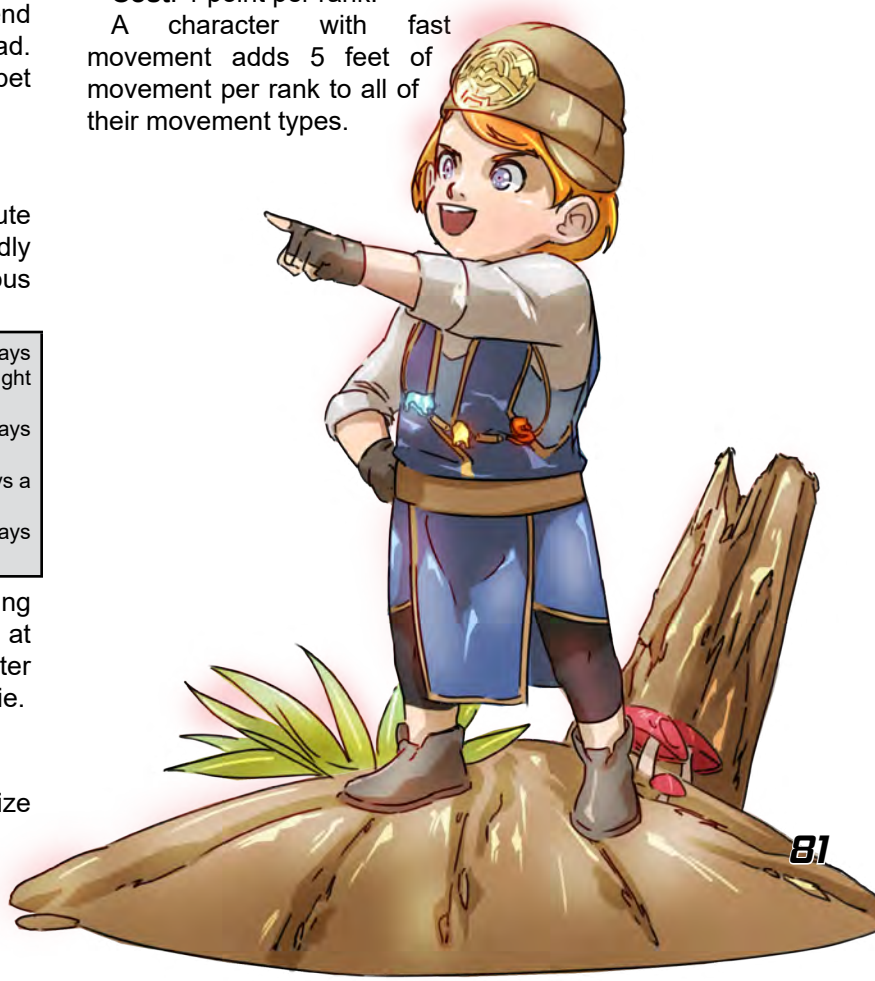
Serpentine: 1 point. A character who is serpentine still moves as fast as a biped, but instead of legs, they have some form of tail, treads, or other means of locomotion. The character also gets their choice of a climb speed of 20 ft. or woodland stride.

Steady: 1 point. A character with steady does not reduce their speed when wearing armor or carrying a heavy load.

Fast Movement

Cost: 1 point per rank.

A character with fast movement adds 5 feet of movement per rank to all of their movement types.



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Racial Trait: 1 point. The character is a member of a race that is inherently faster than most and increases their speed by +10 feet. Each time this attribute is purchased, the cost increases by +1 point. *Restriction*: This attribute is only available at character creation to characters with a race and appropriate backstory.

Sprint: 1 point. A character with sprint increases its speed by +10 feet when using the charge, run, or withdraw actions.

Flight

Cost: 2 + 2 points per rank.

A character with flight gains a fly speed of 30 feet with clumsy maneuverability. For each rank beyond the first, the character increases their fly speed by +10 and their maneuverability by 1 step (clumsy, poor, average, good, perfect).

Flight, Lesser: 2 points. A character with lesser flight can only fly up to 10 feet in the air (Medium and Small creatures can still reach it with melee weapons) at a speed of 20 feet with average maneuverability (good if Small, poor if Large). For 1 additional point, the character can also fly over liquid surfaces as long as it remains only up to 5 feet above that surface.

Restriction: If the character moves over a space where the ground or surface is further than 5 feet beneath them, they can attempt an Acrobatics or Fly check (DC 15) to "jump" back to a safe location as a free action. Failure indicates that the character falls until they are no more than 5 feet above the ground. Failure by 5 or more indicates that the character falls completely and takes falling damage, ignoring the first 10 feet.

Hyperflight (Ex or Sp)

Cost: 3 points per rank.

A character with hyperflight can travel vast distances through space in very little time. This generates a small forcefield around the character that allows them to breath and survive minor collisions with objects such as tiny debris or rocks while traveling.

Hyperflight can be selected as either a magical or mechanical attribute.

Rank 1: The character can travel the distance between nearby celestial bodies (such as a moon orbiting a planet) with 1 day of travel.
Rank 2: The character can travel the distance between variable celestial bodies (such as planets orbiting the same star) with 1 day of travel, or between nearby celestial bodies within 6 hours.
Rank 3: The character can travel between solar systems in 1 day, planets in 6 hours, and celestial bodies in 1 hour.
Rank 4: The character can travel between galaxies in 1 day, solar systems in 6 hours, planets in 1 hour, and celestial bodies in 1 minute.
Rank 5+: Reduce the time for each by 1 increment. 1 minute becomes 5 rounds, becomes a minimum of 1 round.

Defect: The character flies directly between these locations on the shortest possible route while also avoiding potentially deadly collisions.

Restrictions: Atmosphere, gravity, and inertia prevent the character from using hyperflight anywhere other than the vacuum of space. The forcefield generated by hyperflight only works while traveling. Stopping immediately ends the effect and the character becomes subject to their current environment as normal. Without also being able to fly, the character must already be in space to use hyperflight.

Searching an Area: Searching within an area for a specific creature, goal, or object reduces the effective rank by 2, in addition to requiring appropriate checks (in case the target of the search is mobile or actively hiding).

Carrying: Carrying a light load reduces the effective rank by 1. A medium load reduces the effective rank by 2, and a heavy load reduces the effective rank by 3.

Multiple Legs (Ex)

Cost: 2, 3, or 4 points per rank.

A character with multiple legs has 2 additional legs per rank, granting them +4 per rank to CMD against trip attempts and a +10 foot bonus to their base speed.

Multiple legs costs 4 points per rank for standard races, 3 for advanced, and 2 for monstrous.

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Tauric: A character with multiple legs and at least 2 arms is considered tauric (as in centaur). These creatures begin with a Large space and Medium reach, and they wield medium weapons with their arms.

Nature Stride (Ex)

Cost: 1 point per option.

A character with nature stride gains 1 or more small benefits from their knowledge of the forest, its creatures, and its plants. For each point spent, choose one of the following.

Favored Terrain: The character chooses 1 terrain per rank, gaining trackless step and +2 initiative, Knowledge (geography), Perception, Stealth, and Survival in that terrain. Terrains include: Cold, desert, forest, jungle, mountain, plains, planes, swamp, underground, urban, and water.

For each rank beyond the first, the character also increases 1 of their favored terrain bonuses by +2 (to a maximum of +10).

Trackless Step: The character can choose to leave no trail in natural surroundings (they cannot be tracked).

Woodland Stride: The character may move through any sort of nonmagical undergrowth at their normal speed and without taking damage or suffering any other impairment.

Special Movement

Cost: By option.

A character with special movement chooses one of the following movement types.

Burrow: 3 or 6 points. For 3 points, the character gains a burrow speed of 20 feet. For 6 points, the character's burrow speed is 30 feet instead.

Climb: 2 points. The character gains a climb speed of 20 feet and a +8 to Climb checks.

Jump: 2 points. The character always has a running start when making an Acrobatics check to jump.

Swim: 2 or 3 points. The character gains a swim speed of 30 feet and a +8 to Swim checks. For 3 points the character also gains water breathing.

Offense Attributes

Base Attack (Ex)

Cost: 2 points + 2 points per increase.

A character who has some experience in combat will often grow more competent at hitting enemies over time. This is represented by that character's base attack, which grants the character +1 to all attacks for every rank bought.

Poor Attack: A class with poor attack gains 1 rank of base attack every 2 levels, and usually picks up a bonus attack at 12th level (base attack +6).

Moderate Attack: A class with moderate attack gains 3 ranks of base attack for every 4 levels they possess, often staggering those ranks across levels beginning at 2nd. They gain one bonus attack at 8th level (base attack +6), and another at 15th level (base attack +11).

Full Attack: A class with full attack gains 1 rank of base attack every level, with bonus attacks at 6th, 11th, and 16th level.

Bonus Attacks (Ex)

Cost: 4 points per attack.

A character with bonus attacks can make 1 additional attack per rank as part of a full-attack action each round. Each bonus attack is made at the character's lowest attack bonus –5. For example, a character with an attack bonus of +6 can make a bonus attack at a +1. A character with 2 bonus attacks and an attack bonus of +12 could make one at +7 and the other at +2.

Flurry: 2 or 3 points per attack. For 3 points per rank, a character with flurry gains 1 additional attack per rank. *Restrictions*: Additional attacks count as two-weapon fighting with no penalties. For 2 points per rank, all attacks must be made using only unarmed strikes or monk weapons.

Two-Weapon Fighting: Bonus attacks gained through Two-Weapon Fighting and similar feats do not count against the limit here, but their penalties are factored in before making any bonus attacks. The first character above, for example, could use Two-Weapon Fighting to make 2 attacks at +4 and a bonus attack at –1.

Debilitating Injury (Ex)

Requirement: Martial arts or sneak attack (rank 1).

Cost: 1 point per rank.

A character with debilitating injury can hamper the target of their martial arts or sneak attack in some way. For 1 round, the target takes a –2 penalty to AC or attacks, or has its speed reduced by half (to a minimum of 5 ft.) and cannot take 5-ft. steps. These penalties increase by 2 per rank against the character using martial arts or sneak attack.

Restriction: Penalties from debilitating injury do not stack.

Favored Enemy (Ex)

Cost: 2 points per rank.

A character with favored enemy chooses 1 creature type per rank and gains a +2 Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of that type. Likewise, the character gets +2 to weapon attack and damage rolls against them. The character may make Knowledge skill checks untrained when attempting to identify those creatures.

For each rank beyond the first, the character also increases 1 of their favored enemy bonuses by +2 (to a maximum of +10).

Restrictions: If choosing humanoids or outsiders, the character must pick a subtype as well.

Hatred: 1 point. The character chooses 2 subtypes of humanoid or outsider and gains +1 to attacks against those creatures.

Master Hunter: 1 point. A character with master hunter and at least 20 ranger class levels can always move at full speed while using Survival to follow tracks without penalty. As a standard action, the character can make a single attack against a favored enemy at their full attack bonus. If the attack hits, the target takes damage normally and dies (Fortitude DC 20 + the character's Wisdom modifier negates). The character can choose instead to

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deal nonlethal damage equal to the creature's current hit points (Fortitude negates). *Restriction*: A character can use this once per day against each favored enemy type they possess, but not against the same creature more than once in a 24-hour period.

Quarry: 1 point per rank. The character chooses 1 favored enemy within line of sight as their quarry and gains specific benefits against that creature while the effect lasts. The character can end this effect as a free action. *Restrictions*: The character can have up to 1 quarry, and can change their quarry once per day. If the character can prove their previous quarry is dead, they can change their quarry per hour (rank 1) or once per 10 minutes (rank 2).

Rank 1: As a standard action, the character can gains a +2 insight bonus on attack rolls made against their quarry, and all critical threats are automatically confirmed. When following the quarry's tracks, the character can take 10 on Survival checks while moving at normal speed with no penalty.
Rank 2: Free action, +4 insight bonus, take 20 on Survival.

Ferocity (Ex)

Cost: 2 or 4 points.

For 4 points, a character with ferocity can continue to fight at or below 0 hit points.

Defect: The character is staggered, loses 1 hit point each round, and dies when its total negative hit points equal its Constitution score.

For 2 points, the character can fight for only 1 more round after being reduced to 0 or fewer hit points.

Defect: The character is disabled. On the following round, they fall unconscious and begin to die if not healed above 0 hit points.

Martial Arts (Ex)

Cost: 1 point per rank.

A character with martial arts deals 1d6 damage (1d4 if Small, 1d8 if Large) with unarmed strikes and can make unarmed strikes using any of their limbs (hands, head, feet, etc...). For each rank beyond first (up to 6), the damage die increases (1d4, 1d6, 1d8, 1d10, 2d6, 2d8, 2d10, 4d8).

Natural Attack Damage: 1 point each. The character increases the damage of 1 natural attack beyond its normal progression, following the increases listed above.

Style Feats: Martial arts (rank 1) counts as Improved Unarmed Strike for the purpose of meeting the prerequisites of style feats.

Massive Damage

Cost 1, 3, or 5 points per rank.

Relevant Ability Score: Strength

A character with massive damage deals 2 additional points of damage with successful attacks. For 1 point per rank, the damage is a conditional, spell-like ability, or usable only once per day. Conditions include only against objects or when the character beats its target's AC by 5 or more.

For 3 points per rank, the character can use the attack once per rank each day, or there are fewer conditions, such as when attacking a flat-footed target. The massive damage is often a supernatural ability.

For 5 points per rank, the character has no conditions and can deal the damage with every attack.

Natural Attacks

Cost: By attack.

A character with natural attacks chooses one of the following natural attack types. Some natural attacks can be increased with additional points. All natural attacks count as secondary when used in conjunction with manufactured weapon attacks. A secondary attack is usually made at the character's highest bonus –5 and adds only 1/2 the character's Strength modifier (negative modifiers are always added in full).

Bite: 1, 2, or 3 points. For 1 point, a character with bite gains a primary bite attack that deals 1d6 + Str modifier bludgeoning, piercing, and slashing damage (1d4 if Small, 1d8 if Large). For 2 points, the character's bite adds 1-1/2 times the character's Strength modifier. For 3 points, the character can increase the damage by 1 size category, the threat range to 19-20 x2, or the critical multiplier to x3.

Bleed: 3 points. A character with bleed chooses bite, claws, gore, or talons and deals 1 bleed damage on a hit with that attack. Multiple hits with the attack increase the bleed damage. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped with a successful DC 15 Heal check or through the application of any spell that cures hit point damage. A critical hit does not multiply bleed damage. Creatures immune to critical hits are immune to this bleed damage.

Claws: 1 point + 1 point per rank. A character with claws gains 2 primary claw attacks that each deal 1d4 + Str modifier slashing and piercing damage (1d3 if Small, 1d6 if Large). For each rank beyond the first, the character can increase the damage by 1 size category, the threat range to 19-20 x2, or the critical multiplier to x3.

Gore: 1 or 3 points. For 1 point, a character with gore gains 1 primary gore attack that deals 1d6 + 1-1/2 times their Str modifier piercing damage (1d4 if Small, 1d8 if Large). For 3 points, the character's gore gains the brace weapon quality and deals double damage when charging (this becomes x3 damage with a confirmed critical hit while charging).

Grab: 1 or 2 points. For 1 point, a character with grab chooses bite, claws, slam, talons, or tentacles and can make a free grapple attempt on a hit with that attack. For 2 points, the character also gains +2 on the grapple attempt and to CMD to resist being grappled.

Hooves: 1 or 2 points. For 1 point, a character with hooves gains 1 secondary hoof attack that deals 1d4 + 1/2 their Str modifier bludgeoning damage (1d3 if Small, 1d6 if Large). For 2 points, the character's hoof adds the character's full Strength modifier and deals x3 damage against prone targets (this becomes x4 damage with a confirmed critical hit against a prone target).

Slam: 1 or 2 points. For 1 point, a character with slam gains 1 primary slam attack that deals 1d4 + Str modifier bludgeoning damage (1d3 if Small, 1d6 if Large). For 2 points, the character can increase the critical multiplier to x3.

Talons: 1 or 2 points. For 1 point, a character with talons gains 1 primary talon attack that deals 1d4 + Str modifier piercing or slashing damage (1d3 if Small, 1d6 if Large). For 2 points, the character can increase the threat range to 19-20 x2.

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Tentacles: 2 or 4 points. For 2 points, a character with tentacles gains 2 secondary tentacle attacks with 10-ft. reach that each deal 1d4 + 1/2 their Str modifier bludgeoning damage (1d3 if Small, 1d6 if Large). For 4 points, the character's tentacles are primary attacks that add the character's full Strength modifier to damage instead.

Venomous: 6 points. A character with poison chooses bite, claws, talons, or tentacles and Strength, Dexterity, or Constitution. As part of a move action (similar to drawing a weapon), the character's next hit with that attack deals 1d3 points of damage to the chosen ability score. The creature hit by the attack can make a Fortitude saving throw (DC 10 + half the character's total Hit Dice + their Constitution modifier) to negate the damage. This is a poison effect.

Wings: 1 or 2 points. For 1 point, a character with wings gains 1 secondary wing attack that deals 1d4 + 1/2 their Str modifier bludgeoning damage (1d3 if Small, 1d6 if Large). For 2 points, the character's hoof adds the character's full Strength modifier and deals x3 damage against prone targets (this becomes x4 damage with a confirmed critical hit against a prone target).

Overpower

Cost: 1 or 3 points per rank.

For 3 points per rank, a character with overpower ignores some forms of Damage Reduction with any attack while they have at least 1 energy remaining.

For 1 point per rank, the character chooses 1 type of weapon or circumstance (such as when using dynamic strike) to which overpower applies.

Rank 1: The character ignores DR /magic.
Rank 2: The character ignores DR /cold iron and DR/silver.
Rank 3: The character ignores DR /lawful.
Rank 4: The character ignores hardness and DR /adamantine.
Rank 5: The character ignores all Damage Reduction (DR/–).

Rage (Ex)

Cost: 3 points per rank.

Relevant Ability Scores: Strength and Constitution

A character with rage gains energy equal to 2 + their Constitution modifier +2 per Hit Die. As a free action, the character can fly into a dangerous frenzy, spending 1 energy for each round of the rage. Temporary increases to Constitution do not increase the character's energy.

Recharge: For every round spent raging, the character is fatigued for 2 rounds when they stop.

Restrictions: A character cannot rage if fatigued or exhausted. Temporary hit points are not replenished if the character rages more than once within 1 minute.

Defects: While raging, the character takes a –2 penalty to AC and cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any attribute that requires patience or concentration (such as spellcasting).

Rank 1: +4 Strength, 2 temporary hp per level, +2 Fortitude and Will.
Rank 2: +6 Strength, 3 temporary hp per level, +3 Fortitude and Will.
Rank 3: +8 Strength, 4 temporary hp per level, +4 Fortitude and Will.

Indomitable Will: 1 point. A character with rage (rank 2) gains +4 on Will saves to resist enchantments when raging.

Rage Powers: 2 points each. The character gains a barbarian rage power.

Tireless Rage: 2 points. A character with rage (rank 2) is no longer fatigued when rage ends.

Smite (Su)

Cost: 2 points per rank.

Relevant Ability Score: Charisma

A character with smite chooses an alignment (chaotic, evil, good, lawful) and can smite a creature with that alignment once per rank. Smite lasts until the target is dead or the next time the character rests and regains all uses of this ability.

As a swift action, the character chooses one target within line of sight to smite. If this target is of the chosen alignment, the character adds their Charisma bonus (if any) to attack rolls and deals 1 additional damage +3 damage per rank beyond the first. If the target is also an aberration, dragon, outsider, or undead, the first smite attack each round deals 2 additional damage +6 damage per rank beyond the first instead. Regardless of the target, smite attacks automatically bypass any DR the creature might possess.

In addition, while smite is in effect, the character adds their Charisma bonus to AC against attacks made by the target.

Restriction: If the character targets a creature that is not of the chosen alignment, the smite is wasted with no effect.

Challenge: 2 points per rank. A character with challenge can smite a creature regardless of its alignment. *Defect*: The character does not gain the bonus to attack or AC, and takes a –2 penalty to AC, except against attacks made by the target of challenge.

Demanding Challenge: 1 point. The target takes a –2 penalty to AC, except against attacks made by the character.

Holy Champion: 2 points. A character with holy champion that hits an outsider of the correct alignment with smite can cast *banishment* as a free action, treating their weapon and holy symbol as objects the target hates. If the target is banished, the smite ends.

Style Strike (Ex)

Requirement: Bonus attacks (flurry, rank 1), martial arts (rank 1).

Cost: 1 point per rank.

A character with style strike gains 1 style strike per rank that they can add to a single attack while using flurry.

Two-Style: 1 point. A character with style strike (rank 3) can designate up to 2 attacks as style strikes each round.

Defensive Spin: If the attack hits, the character gains a +4 dodge bonus to AC against any attacks made by the target of the style strike until the start of the character's next turn. This bonus does not stack with itself. *Restriction*: The character must attack with a fist to use this style strike.

Elbow Smash: If the attack hits, the character can make an additional attack using the same attack bonus as the punch at a –5 penalty. If this second attack hits, it deals damage as normal, but all of the damage is nonlethal. *Restriction*: The character must attack with a fist to use this style strike.

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Flying Kick: Before the attack, the character can move a distance equal to their fast movement bonus. This movement is made as part of the character's flurry attack and does not require an additional action. At the end of this movement, the character must make an attack against an adjacent foe. This movement may be between attacks. *Restrictions*: This movement provokes an attack of opportunity as normal. The attack made after the movement must be a kick.

Foot Stomp: If the attack hits and the character ends their turn adjacent to that foe, the foe's movement is restricted. Until the start of the character's next turn, the target of this attack can move only in such a way that the space it occupies is adjacent to the character. Alternatively, it can attempt a combat maneuver check (against the character's CMD) as a standard action to break free. *Restrictions*: This strike does not work against foes that cannot be tripped. The character must attack with a kick to use this style strike.

Hammerblow: If the attack hits, the character rolls their unarmed strike damage twice, adding both rolls together before applying Strength and other modifiers to the damage. *Restrictions*: This bonus damage is not multiplied on a critical hit. The character must attack with a fist to use this style strike, and must have both hands free.

Head-Butt: If the attack hits and the foe is of the same size or one size smaller than the character, the character can make a free combat maneuver check against the target of this strike (using the base attack bonus of the attack used to hit the foe). If the foe is not of the same creature type as the character, the character takes a –8 penalty on this check. If the check is successful, the target is staggered for 1 round. Creatures without a discernible head are not affected by this style strike (subject to GM discretion). *Restriction*: The character must attack with a head-butt to use this style strike.

Knockback Kick: If the attack hits, the character can attempt a free combat maneuver check against the target (using the base attack bonus of the attack used to hit). If the check is successful, the target is knocked 10 feet directly away from the character. This distance increases by 10 feet for every 5 by which the check exceeds the target's CMD, to a maximum distance equal to the character's fast movement bonus (minimum 10 extra feet). This movement does not provoke an attack of opportunity. The target stops moving if it strikes another creature, barrier, or otherwise solid object. The target is not knocked prone by this movement. *Restriction*: The character must attack with a kick to use this style strike.

Leg Sweep: If the attack hits, the character can make a free trip attempt against the target of this strike (using the base attack bonus of the attack used to hit). This trip attempt does not provoke an attack of opportunity. *Restriction*: The character must attack with a kick to use this style strike.

Shattering Punch: If the attack hits, it bypasses any damage reduction or hardness possessed by the target of that attack. *Restriction*: The character must attack with a fist to use this style strike.

Spin Kick: The target is flat-footed against the attack. *Restrictions*: Creatures with the uncanny dodge class feature or a similar effect cannot be caught flat-footed by this style strike. The character must attack with a kick to use this style strike.

Sneak Attack

Cost: 2 points per rank.

A character with sneak attack deals +1d6 damage per rank with successful melee attacks or ranged attacks made within 30 feet.

Restriction: The target must be flanked by the character or denied its Dexterity bonus to AC. Sneak attack is considered precision damage and is not multiplied on a critical hit.

Master Strike: 2 points. A character with sneak attack and at least 20 rogue levels can choose to slay, paralyze (2d6 rounds), or put to sleep (1d4 hours) a target that takes their sneak attack damage (Fortitude DC 20 + the character's Dexterity modifier negates). *Restriction*: A character cannot use this against the same creature more than once in a 24-hour period. Creatures that are immune to sneak attack damage are also immune to master strike.

Shared Space (Ex)

Cost: 1 or 2 points.

For 1 point, a Small character with shared space can share the same space with another creature that has shared space and counts as flanking enemies attacked by the other creature. For 2 points, the character can be Medium-size.

Team Strike (Ex)

Cost: 2 points + 2 points per rank.

A character with team strike deals +2 extra damage per rank against creatures that have been attacked by one of their allies since the end of their last turn. This increases to +2d6 extra damage per rank if at least one of those allies dealt precision damage to the target.

Restrictions: This extra damage counts as, and does not stack with, sneak attack damage.

Weapon Expertise (Ex)

Cost: 5 points.

A character with weapon expertise gains the benefit of Quick Draw and +2 to confirm critical hits with one weapon of their choice. Levels in 1 class of their choice count as fighter levels for the purpose of meeting the prerequisites of feats.

Weapon Training (Ex)

Requirement: Proficiency with at least 1 type of weapon.

Cost: 6 points per rank.

A character with weapon training gains +1 per rank to attacks and damage with one weapon group of their choice. For each rank beyond the first, the character also chooses another weapon group and gains their lowest bonus –1 to attacks and damage with that weapon group.

Example: A character buys 3 ranks of weapon training. He gains a +3 bonus with axes, a +2 with heavy blades, and a +1 with flails.

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Weapon Mastery: 10 points. A character with at least 4 ranks of weapon training chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, the character cannot be disarmed while wielding a weapon of the chosen type. Some classes may ignore the requirement.

Senses Attributes

All-Around Vision

Cost: 4, 5, or 6 points.

A character with all-around vision can see in every direction, granting them a +4 racial bonus on Perception checks and making them immune to flanking.

All-around vision costs 6 points total for standard races, 5 for advanced, and 4 for monstrous.

Blindsense

Cost: 4, 5, or 6 points.

A character with blindsense automatically pinpoints the location of creatures within 30 feet of them.

Blindsense costs 6 points total for standard races, 5 for advanced, and 4 for monstrous.

Restrictions: The character still suffers a miss chance against invisible creatures and creatures with concealment.

Darkvision

Cost: 1 + 1point per rank.

A character with darkvision can see in conditions with no light, but their vision is black and white with no detail.

Rank 1: The character sees up to 60 feet in non-magical darkness.
Rank 2: The character sees up to 120 feet in non-magical darkness.
Rank 3: The character sees perfectly in darkness of any kind, including that created by spells such as *deeper darkness*.

Low-Light Vision

Cost: 1 point.

A character with low-light vision can see twice as far as a human in conditions of dim light.

Scent

Cost: 4 points.

A character with scent can detect creatures by their smell up to 30 feet away. Being up wind doubles this distance (60 feet), and being downwind halves it (15 feet). Creatures with stench or similar attributes triple the base distance (90 feet). The base distance to pinpoint a creature with scent is 5 feet.

Special Attack

Because special attacks are handled differently than other offense attributes, they gain their own section.

Cost: 3 points per rank.

Relevant Ability Score: See below

A character with special attack can make an attack against their target as a standard action. On a hit, the attack deals 1d8 bludgeoning, piercing, or slashing damage (choose when purchasing rank 1) +1d8 per rank. A special attack can possess a maximum value of 11d8 spread across damage and modifications (see below), with a minimum of 1d8 damage (unless the character takes the non-damaging disability).

Each 1d8 of a special attack beyond the first counts as a +1 enhancement bonus when determining price, if the special attack can be purchased in some way (with special training or as a physical weapon).

When creating a special attack, choose a relevant ability score that best reflects the attack. Strength is often used for melee and thrown attacks, Dexterity is often used for ranged attacks. Constitution or Charisma is often used for breath weapons and other body-based attacks. Intelligence, Wisdom, or Charisma is often used for area or non-physical attacks.

Any saves required by a special attack are made at DC 10 + the character's relevant modifier + 1 per rank of special attack.

Modifications and Disabilities: Each of the following modifications can be added to a special attack by reducing the effective damage by 1 or more d8s, as indicated by the modification. Disabilities added to a special attack increase its effective damage, up to the limit. Disabilities allow access to stronger modifications and higher damage sooner than a character's rank would otherwise allow. Unless otherwise noted, they do not increase the maximum damage or the maximum number of modifications allowed.

Accurate

Cost: 1d8 or 4d8.

For 1d8, the attack is unusually accurate giving a +2 bonus to attack rolls (and increasing any required saving throw DCs by 2). This modification can be assigned two or three times for a +3 or +5 bonus, respectively.

For 4d8, the attack targets touch AC when made against a target within range (to a maximum 30 feet with the ranged modification).

Defect: An accurate special attack cannot also be stored.

Area

Cost: 1d8.

The attack requires a Reflex save and targets each creature in a 15-ft. cone. If the attack is also ranged, the area can be a 5-ft.-radius burst instead. All affected creatures are allowed a Reflex save for half damage. Area can be assigned multiple times; each modification doubles the area or radius.

Aura

Cost: 2d8.

The attack extends out to 5 feet per rank as an aura of power. Creatures that enter the aura suffer the attack automatically. If the attack is also ranged, the character can choose a point within range as the source of the aura, which lasts until the start of the character's next turn.

Bane

Cost: 1d8.

The attack gains the bane magic weapon property (choose when purchasing this modification).

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Blinding/Deafening

Cost: 2d8.

The attack blinds or deafens the target for 1 round per rank (Fortitude negates, choose when purchasing this modification). As a full-round action, a creature that fails its save can try again to end the effect.

Concealable

Cost: 1d8.

The attack can be easily hidden on the character, either internally or within a pocket dimension. Accessing the attack functions as drawing a concealed weapon.

Contagious

Cost: 2d8 or 4d8.

The attack is considered a virulent disease. The target takes the attack's damage and 1 point of Constitution damage. A successful Fortitude save halves the damage, negates the Constitution damage, and prevents the disease from progressing. If the target fails its save, it must save again once per minute. After two consecutive failed saves, the target is also sickened until it succeeds at a saving throw. After four consecutive failed saves, the target is nauseated instead. Two consecutive successful saves ends the disease for the target.

For 2d8, any creature that touches the target or its blood must also save or catch the disease. For 4d8, any creature that ends its turn within 5 feet of the target must save instead.

Debilitating

Cost: 2d8.

For every 2d8 spent, the attack deals 1d4 Strength, Dexterity, or Constitution damage (choose when purchasing this modification) instead. A successful Fortitude save halves the ability damage (minimum 0). A creature reduced to 0 Constitution by drain body does not die, but falls unconscious until its Constitution is at least a 1. This ability damage is recovered at a rate of 2 points per hour of rest. A character can make all damage dealt by their attack debilitating.

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Disabling

Cost: 1d8.

The attack stuns the target on a successful critical hit for 1 round per 3 ranks. The target can attempt a Will save to negate the effect. If it fails, it can try again as a full round action on each of its turns until it succeeds or the effect ends. Constructs do not gain saving throws against this effect.

Draining

Cost: 1d8.

For every 1d8 spent, the attack deals 1d8 damage to the target's energy instead. If the target uses fantasy spellcasting, it instead loses half that many spell-level's worth of spell slots (minimum 1), beginning with the highest spell-level it can cast. A character can make all damage dealt by their attack draining.

Example: A 7th-level wizard hit with a draining special attack for 12 loses one 4th-level spell slot and one 2nd-level spell slot, if he has one of each available. Any remaining value is lost if the target doesn't have spell levels of that value to lose. A successful Will save halves the energy damage and reduces the total spell slots affected by half (minimum 0).

Elemental

Cost: 1d8.

For every 1d8 spent, the attack deals 1d8 acid, cold, electricity, or fire damage (choose when purchasing this modification) instead. A character can make all damage dealt by their attack elemental.

Enduring

Prerequisite: Area modification.

Cost: 1d8.

For every 1d8 spent, the attack's area effect remains for 1 additional round. A creature that enters or starts its turn in the effect suffers from the attack.

Flurrying

Cost: 2d8.

The attack can be made twice as a full-round action, but every attack made in the same round takes a –2 penalty. If the character has bonus attacks (rank 1), they can make a fourth attack at an additional –5 penalty.

Example: A 6th-level fighter with a total +10 to attack can use his flurrying special attack to make up to 4 attacks at +8/+8/+3/+3 as a full-round action.

Flurrying, Greater

Prerequisites: Flurrying modification, bonus attacks attribute (rank 2).

Cost: 2d8.

When the character uses their flurrying special attack as full-round action, they can make a total of 6 progressive attacks, each at a –2 penalty. If the character has bonus attacks (rank 4), they can make an 8th attack at a –15 penalty.

Example: A 17th-level fighter with a total +25 to attack can use his greater flurrying special attack to make up to 8 attacks at +23/+23/+18/+18/+13/+13/+8/+8 as a full-round action.

Ghost Touch

Cost: 1d8.

The attack gains the ghost touch magic weapon property.

Heal-Blocking

Cost: 2d8.

On a hit, the attack prevents healing with fast healing and regeneration for 1 round. If the attack reduces its target to 0 or fewer hit points, the target can die as normal.

Incapacitating

Cost: 1d8.

When the attack is successful, the character can also attempt a dirty trick combat maneuver as a free action. The character does not draw attacks of opportunity from their targets, but may draw one from other creatures within reach unless they have the Improved Dirty Trick feat.

Indirect

Cost: 1d8 or 2d8.

The attack can target a square near the intended target (which makes the attack great for hitting invisible targets or creatures behind cover). The character chooses one 5-ft. square within range that they can see and have line of effect to and makes their attack against the intended target's AC, ignoring all cover and concealment. For every 5 feet away from the chosen square the intended target is, the attack takes a penalty to hit and to any save DCs, and if the target is more than 5 feet from the chosen space, even a natural 20 is not a guaranteed hit. An indirect special attack cannot threaten a critical hit unless it is equally accurate (if the bonus from the accurate modification is equal to or greater than the penalty from indirect).

The character must still be aware of their intended target.

For 1d8, the penalty is –4 for every 5 feet the target is from the chosen space. For 2d8, the penalty is –2 instead.

Irritant

Cost: 1d8.

The attack creates an itch, a burning sensation, or a gross smell. This sickens the target on a hit, or nauseates the target on a critical hit (Fortitude negates).

Maddening

Cost: 2d8.

For every 2d8 spent, the attack deals 1d4 Intelligence, Wisdom, or Charisma damage (choose when purchasing this modification) instead. A successful Will save halves the ability damage (minimum 0). This ability damage is recovered at a rate of 2 points per hour of rest.

Magic-Resistant

Cost: 2d8.

Creatures attempting to heal damage dealt by the attack, or cure the effects of the attack, must first succeed at a Heal check against the attack's DC or the attempt fails. Other damage and effects are healed normally.

Defect: A magic-resistant special attack does not prevent a creature's natural fast healing or regeneration unless it is also heal-blocking.

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Powerful

Cost: 1d8.

The attack adds the character's relevant modifier to its damage.

Prehensile

Cost: 1d8.

When the attack is successful, the character can also attempt a disarm, grapple, steal, or trip combat maneuver as a free action (choose when purchasing this modification). The character does not draw attacks of opportunity from their targets, but may draw one from other creatures within reach unless they have the appropriate feat (such as Improved Disarm). Prehensile can be assigned multiple times; each modification grants a new combat maneuver from the list above.

Quaking

Cost: 3d8.

The attack is made in a straight line, targeting creatures on the ground within 5 feet per rank and knocking them prone. Targets can make a Reflex save to halve the damage and remain standing. Creatures with a bonus to CMD against trip add that bonus to their save.

Ranged

Cost: 1d8, 2d8, or 4d8.

For 1d8, the special attack deals damage at close range (25 feet + 5 feet per 2 ranks). It uses Strength for the attack roll if thrown, or Dexterity if shot.

For for 2d8, the special attack deals damage at medium range (100 feet + 10 feet per rank).

For 4d8, the special attack deals damage at long range (400 feet + 40 feet per rank).

Restorative

Cost: 3d8.

The attack heals damage, rather than dealing it, and removes any additional effects it would otherwise cause. No attack roll is needed, but the range is touch unless the attack also has the ranged modification.

Example: A restorative attack that is also suffering removes ongoing damage or poison. One that is also maddening restores Intelligence, Wisdom, or Charisma.

Seeking

Prerequisite: Ranged modification.

Cost: 1d8.

The attack gains the seeking magic weapon property.

Spreading

Cost: 3d8.

After the attack hits a target, it can also hit each creature adjacent to that target other than the character. Compare the attack –4 to each new target's AC. This continues until there are no new adjacent targets. A creature can only be affected by a spreading attack once per attack.

Stored

Cost: 1d8 or 2d8.

For 1d8, the attack counts as a spell that can be stored within a spell storing weapon. Its effective spell level is equal to 1/2 of its total d8 value, rounded up. *Restriction*: 7d8 and higher special attacks cannot be stored in this way.

For 2d8, the attack is always linked to a specific attack (choose when purchasing this modification), and occurs automatically when that attack hits. No additional attack roll is required, but saving throws still occur.

Defect: A stored special attack cannot also be accurate, inaccurate, low penetration, or ranged.

Storing

Cost: 1d8.

The attack triggers another of the character's attributes on a hit, such as a debilitating injury, fantasy spell, metamorphosis, or size change. If the attack hits, the attribute triggers without an additional attack roll, but saving throws still occur.

Restriction: The attribute stored by the attack has a maximum of rank 3 (the attribute can have more ranks, but only up to rank 3 affects the target). Fantasy spells are similarly restricted to 3rd level and lower.

Sweep

Cost: 3d8.

The attack targets up to 3 creatures within range using a single attack roll.

Defect: This modification does not stack with the area, aura, or stored modifications.

Suffering

Cost: 1d8.

Choose acid, bleed, cold, fire, or poison. The attack causes 2 ongoing damage each round of acid, bleed, cold, or fire damage, or 1 Con damage per 3 ranks every minute of poison. One successful Fortitude save negates the ongoing damage, and 2 successful saves in a row negate the poison.

Tangle

Cost: 2d8.

The attack entangles the target, which must deal 4 damage per rank to break free or succeed at an Escape Artist check or Reflex save as a move action.

Trapped

Cost: 1d8.

The attack is set up in advance as a trap with a bonus on any related skill checks to set it up equal to its rank.

Undetectable

Cost: 1d8.

Using the attack never draws attacks of opportunity. If a character is hidden before making the attack, they gain a bonus equal to its rank on their Stealth check to remain hidden afterward. Any skill checks made to conceal the attack gain a bonus equal to its rank.

Vampiric

Cost: 2d8 or 4d8.

For 2d8, the attack also heals the character's hit points for an amount equal to 1/2 the damage it deals, up to a maximum of 5 x its rank per day.

For 3d8, the attack heals up to 10 x its rank instead, and any hit points healed in excess of the character's total become temporary hit points. These temporary hit points stack with themselves.

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Special Attack Disabilities

The following disabilities are available to add to most special attacks.

Backblast

Gained: 1d8.

The attack deals 25% of its damage to the character (1 damage for every 4 points of damage it deals to all other targets).

Biased

Gained: 3d8.

Choose one monster type or subtype (if humanoid or outsider). The attack can only be made against that type of creature.

Energy-Drawing

Requirement: The character must have an energy pool.

Gained: 2d8.

The attack costs additional energy equal to its rank to use.

Environmental

Gained: 1d8 or 2d8.

Choose one terrain when this disability is chosen. The attack can only be used within that terrain. This disability is worth 1d8 in a campaign where the terrain is common, but not constant, or 2d8 in a campaign where the terrain is uncommon or rare.

Expensive

Gained: 2d8.

The attack costs 20 cy per rank to use.

Harmful

Gained: 3d8.

The attack also causes the character to become sickened for a number of rounds equal to the attack's rank. If the character is already sickened, it becomes nauseated instead. If it is already nauseated, the character also becomes exhausted.

Inaccurate

Requirement: The attack must be made with an attack roll.

Gained: 1d8.

The attack is unusually inaccurate giving a –2 on attack rolls (and increasing any required saving throw DCs by 2). This modification can be assigned two or three times for a –4 or –6 on attack rolls, respectively.

Defect: An inaccurate special attack cannot also be stored.

Limited

Gained: 1d8, 2d8, or 3d8.

For 1d8, the attack can be used once per day per rank. For 2d8, the attack can be used once per day per 2 ranks. For 3d8, the attack can be used once per day.

Defect: A limited special attack cannot also self-destruct.

Low Penetration

Gained: 2d8.

The attack takes a penalty to its damage equal to the target's manufactured armor bonus or 1/2 of its natural armor bonus (minimum 0). This is applied before Damage Reduction.

Example: Against a fighter in +2 full plate, the attack deals 11 less damage. Against a bear with +6 natural armor, the attack deals 3 less damage.

Defect: A low penetration special attack must deal at least 1 damage to have any other effect on its target.

No Damage

The initial 1d8 damage dealt by the attack can be spent on other modifications, giving the attack an effective 0 damage dealt on a hit. Some modifications may still require tracking the number of d8s the attack would deal otherwise.

This disability is usually combined with modifications such as blinding/deafening, irritant, or prehensile. It is not required debilitating, draining, or maddening, but can be used if those modifications would leave the character with 1d8 damage.

No Defense

Gained: 2d8.

The attack causes the character to become flat-footed.

No Shields

Gained: 1d8.

The attack cannot pass through any forcefield, even the character's.

Out of Phase

Gained: 1d8 or 3d8.

The attack is only partially real because it is either an illusion or cannot fully manifest in the current reality. For 3d8, treat the attack as having been cast through the *shadow evocation* spell. For 1d8, treat it as *greater shadow evocation* instead.

Self-Destruct

Prerequisite: Stored or Storing modification.

Gained: 4d8.

The attack also destroys the object in which it is stored, or immediately removes the ability to use the stored attribute. Either can be rebuilt or retrained with the appropriate amount of downtime and supplies.

Defect: A self-destruct special attack cannot also be limited.

Site-Bonded

Gained: 4d8.

Choose one facility, mech, area no larger than a large town, or a single district in a city or metropolis. The attack can only be made while in the area, against targets within the area. A giant robot can use this to make an attack that targets creatures inside of it.

Slow

Gained: 3d8 or 4d8.

For 3d8, the attack requires a full-round action to use. For 4d8, the attack does not reach its target until the beginning of the character's next turn. If the target is no longer in the same space, treat the attack as being indirect for a –4 penalty per 5 feet (or –2 if the attack is already indirect).

Defect: A slow attack cannot also be stored, and it cannot have modifications that benefit from using a full-round action, such as flurrying.

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Table: Defects & Restrictions

Attribute	Gained	Page
Activation Time	up to 5	96
Allergen	up to 3	95
Arcane Spell Failure	up to 3	95
Armor Penalty	1 + 1 per	95
Code of Conduct	up to 3	92
Concentration	3	96
Conditional Ownership	1, 3, or 6	92
Dependent	1	96
Detectable	1, 2, or 4	96
Famous	up to 3	93
Frenzy	up to 3	96
Hyper Focus	3	97
Inattentive	2 or 3	95
Indebted	up to 3	93
Light Vulnerability	1 or 2	97
Logical	1	95
Marked	up to 3	93
Negative Affinity	1	95
Nemesis	1, 3, or 6	93
Permanent	1	93
Phobia	up to 4	93
Recurring Nightmares	1, 3, or 6	94
Red Tape	varies	94
Reduced Spells per Day	2	95
Short Attention Span	1, 3, or 6	97
Significant Other	up to 6	94
Skeleton in the Closet	1, 3, or 6	94
Slow Movement	up to 3	95
Special Requirement	up to 3	94
Spells Known	1, 2, or 3	95
Unique Defect or Restriction	varies	94
Untrained Class Feature	varies	94
Vulnerability	2	95
Wanted	3, 6, or 9	94
Weakness	up to 3	95

Volleying

Prerequisite: Ranged modification.

Gained: 1d8 or 2d8.

For 1d8, the attack takes a –2 penalty to hit or the save DC when its target is within 30 feet. For 2d8, the attack either takes a –4 penalty instead, or takes its penalty against targets within 60 feet.

Static

Gained: 1d8.

The character cannot move on the round it attacks.

Unreliable

Gained: 1d8.

The attack becomes unusable for 1 round per 2 ranks when the character rolls a natural 1 to attack or the target rolls a natural 20 to save against it.

Character Defects & Restrictions

Character defects are penalties and restrictions that the character cannot control or change over time. They are something the character must live with and adapt to with trial and error.

Severity: The severity of different defects and restrictions is usually worth at least the value of a trait (1 point) or feat (up to 3 points), but some more complicated or dangerous options can be worth as much as 3 feats (9 points). When choosing such options, remember that they can be game-affecting, not just restricted to the character. Depending on the story, the GM may decide that a particular defect or restriction doesn't fit or could be overly detrimental to the group as a whole.

Class Defects or Restrictions: Several of the defects and restrictions here can also be applied to classes to give them more freedom in the attributes options they can gain over 20 levels. For point-based characters, some of the defects presented here are only available if they meet the requirements.

General Defects & Restrictions

Code of Conduct

Gained: Up to 3 points per restriction.

A character with a code of conduct must adhere to that code. If they fail to do so, the character risks losing some or all of their attributes until they can properly atone. The GM must approve any codes of conduct. Example codes of conduct include the druid's order and the paladin's oath.

1 point: The character has a minor restriction, such as not wearing a specific type of armor or wearing a mask. Failure to uphold the code loses all spells and class attributes, but not weapon, armor, and shield proficiencies while the offending action is taken and for a short time after (usually 24 hours).

2 points: The character has a moderate restriction, such as maintaining their alignment, returning to a location periodically, or paying tithes to a church or guild. Failure to uphold the code can cause a stronger form of the punishment above (requiring genuine *atonement* or casting the spell of the same name), or can prohibit the character from gaining additional levels in the class.

3 points: The character has a major restriction, such as a strict ethical code against interacting with some creatures or performing certain acts. Failure to uphold the code removes all attributes as above and prohibits the character from gaining additional levels in the class.

Conditional Ownership

Gained: 1, 3, or 6 points per item.

A character with conditional ownership chooses one or more important items in their possession. Those items are the property of some other entity, such as an organization or a deity. Alternatively they may be family heirlooms given with the understanding that they are not the character's to keep.

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1 point: The character has 1 item they must safeguard and return once their current adventure is complete. The character can easily ask for the item again during the next adventure, and taking the item without permission is only a moral issue.
3 points: When the character returns the item, there is a 50% chance it won't be available for the next adventure. Taking the item without permission can draw the ire of its owner, who will seek out the character, either itself or through a proxy, to retrieve the item.
6 points: There is a 25% chance per request for the item that it isn't available for the adventure. The character can face stiff penalties, including loss of funds or power for letting the item get lost or damaged. Taking the item without permission immediately turns its owner against the character, who is then hunted continuously by proxies or the owner itself until the item is retrieved or returned. Even after returning the item, there is a 50% chance the character still loses access to funds or power in some way if it was taken without permission.

Famous

Gained: Up to 3 points.

A famous character finds it difficult to operate discretely because they are always in the media's eye. Hounded by fans, the character must navigate their downtime carefully if they're going to find time to get anything of use done.

In the right circles, any character could be famous, although some classes such as hot rod are more likely than others. In areas where a race is rare, a character may obtain fame (or infamy) for no other reason than being who they are.

1 point: The character is easily recognized within their immediate area, up to the size of a large city, or with 1 specific group, such as an organization. They must spend at least 1 week per month of downtime in the public eye to avoid gaining a poor reputation. They can broadcast their efforts to satisfy up to 3 days of this.
2 points: The character is recognized nationally, and must spend at least 2 weeks per month to maintain their good reputation. They can broadcast their efforts to satisfy up to 1 week of this.
3 points: the character is recognized internationally, and gains only 1 week of downtime for every 2 weeks spent in public, maintaining their reputation, either via broadcast or good will efforts.

Infamous: The character is known for their misdeeds, and may draw the ire of the public instead. This makes them feared, rather than adored, but they must still maintain that persona or risk falling into obscurity and losing access to the attributed gained as a result of their infamy.

Indebted

Gained: Up to 3 points.

An indebted character owes their life to another creature or organization in some way. This may represent voluntary servitude for a life saved, a controlling device that punishes the character for acting out of line, or a familial tie.

Giant robots, hot rods, and mech pilots are the most common characters to take this trait, but depending on the story, this could also affect a specific race or other members of a particular origin.

1 point: The character's debt is monetary, and while they won't pay it off any time soon, only comes into play once per month. As long as the character stays in good standing, they can otherwise act freely.
2 points: The character's actions are indirectly controlled by their debt. They must first obtain clearance or permission to do anything not in accordance with their debt.
3 points: The character's actions are directly controlled by their debt. If they act out of line, they are punished in some way, such as suffering ongoing damage, occasional malfunction, or being actively hunted by others who work for their debtor.

Marked

Gained: Up to 3 points per mark.

A marked character has a distinguishing characteristic that is difficult to hide, making it easier for others to recognize the character at a glance. Something is considered a mark if it is non-standard for the race, such as a green human or a thin, hairless dwarf.

A mark can also be a personality quirk or distinct means of interaction, such as a character's unique accent, vocal cadence, or walk.

1 point: The mark can be hidden behind clothing or with minor alterations such as contacts. The character suffers a –2 penalty on checks to conceal their identity.
2 points: The mark is more difficult to hide, such as an extra or missing finger. The penalty to conceal the character's identity becomes –4.
3 points: The mark is almost impossible to hide, such as a unique skin tone, lack of eyes, or extreme body shape.

Nemesis

Gained: 1, 3, or 6 points per nemesis.

A character with nemesis has an ongoing enemy or rival that they must deal with in some way on a regular basis. This nemesis can be on the same side as the character, seeking only to one up them, or they could be a villain who drops in unexpectedly to cause the character distress, then leaves quickly enough to avoid repercussion.

1 point: The nemesis shares goals with the character, and strives in vain to show them up. Alternatively, the nemesis may have opposing goals, and always seems to be one step behind the character.
3 points: The nemesis is a peer, equally capable of succeeding against the character as often as they fail. They see the character as a necessary part of their rivalry, and may even go to lengths to keep the character alive just to torment them further in the future.
6 points: The nemesis knows something about the character, and uses it to toy with them frequently. They may be the pervasive mastermind behind long-term schemes, or actively attack the character's friends and loved ones if given the opportunity.

Permanent

Gained: 1 point per permanent attribute or feature.

A character with permanent chooses an attribute or feature that can hinder them at least occasionally. The character has no means of deactivating, ignoring, or removing that option.

Common permanent attributes include armor, massive damage, or special attack. Attributes such as natural attacks are often permanent already.

Phobia

Gained: Up to 4 points per phobia.

A character with phobia has a triggering event or interaction that causes them progressively stronger discomfort. Phobias are as wide-ranging as characters, although they should be present enough in a story to warrant the use of such a character defect.

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1 point: The phobia is a minor concern that the character can overcome with a Will save (DC 10 + the phobia's perceived Challenge Rating, as determined by the GM). Failure indicates that the character will skirt the phobia by going someplace else or taking a different path to their destination.

2 points: The phobia can prevent the character from acting in some way, such as leaving their space or refusing to approach the source of their phobia if made aware of it. Mention of the phobia forces the character to save or take precautions against encountering it. If confronted directly, the character takes a –2 penalty on their save.

4 points: The phobia can disable the character, causing them to flee in fear or fall prone as a means of defending themselves. Mention of the phobia forces the character to save or prevent them from acting. If confronted directly, the character takes a –5 penalty on their save.

Recurring Nightmares

Gained: 1, 3, or 6 points.

A character with recurring nightmares has suffered some past trauma or curse that causes them to sleep poorly. They might have participated in an event that continues to haunt them, or they could be a seer whose gift is terrifying visions channeled through their dreams.

1 point: The nightmares come infrequently, such as during a full moon or after some event like a festival full of loud noises and bright colors. The character is often shaken for a few minutes upon waking.

3 points: The nightmares occur no less than once per week, and the character loses up to 8 hours of rest when they do occur, requiring additional time to regain uses of attributes or spells.

6 points: The nightmares are frequent, almost every night. The character must attempt a Will save (DC 10 + the perceived Challenge Rating of the nightmares, as determined by the GM) when trying to rest or fail to gain any benefit for up to 8 hours. The character gains a +2 bonus on this save if they are fatigued from lack of rest, or +5 if exhausted.

Red Tape

Gained: By attribute.

A character with red tape gains free access to up to 3 ranks of an attribute, but only after spending at least 1 day of downtime per week or month acquiring or renewing their use of it. More expensive attributes require additional time, as does additional ranks.

Some attributes, such as class levels, cannot be chosen with red tape because of their long-term effects, but most are fair game. Even things such as alternate form or Hit Dice can be controlled by an organization or a character's continued prayers to their god.

Significant Other

Gained: up to 6 points.

A character with a significant other has somebody close to them who either depends on their frequent attention, or who can be placed in danger because of their relationship.

A significant other should have some importance to the story besides being just a reason for the character to adventure; otherwise, they're just a plot device. Work with the GM to determine what the significant other can offer, and use that to determine the points gained for having to keep them safe or dropping a current adventure to save them in the event they are put into danger.

Example: John's sister is blind. He has to protect and travel with her because she was prophesied to lead a rebellion when she can see again. Because his enemies know this and try to snatch her away when given the chance, John gains 6 points. If he was adventuring just to earn money and get her vision back, John would only gain 1 or 2 points instead.

Skeleton in the Closet

Gained: 1, 3, or 6 points.

A character with a skeleton in the closet has some past event or tragedy that they must keep secret and which may prevent them from acting in some way.

1 point: The event was something personal that would embarrass the character if discovered, but which wouldn't affect their ability to adventure in the long run.

3 points: The event involved others who may out the character if not convinced to remain quiet, or was significant enough that it could disturb others with whom they adventure.

6 points: The event was tragic to all those involved and the character is trying to hide their role in it. Anybody who recognizes them may react without the character immediately stopping them in some way. If revealed, the character may be fired, lose face with their friends, or significantly impact those with whom they adventure.

Special Requirement

Gained: Up to 3 points per requirement.

A character with special requirement chooses one or more attributes that must meet the requirement before they can be used. Common requirements include having an object through which to focus, being able to speak a special language, or performing some rite or ritual.

1 point: The requirement is easily obtained or accomplished, such as wielding a focus object or knowing a special activation word.

2 points: The requirement is prohibitive, such as only being usable when not in combat or only while attuned specifically to exactly one object.

3 points: The requirement is complex or difficult to achieve, such as only during a full moon, after a sacrifice is made, or after performing a ritual over several days' time.

Unique Defect or Restriction

A character with a unique defect or restriction can create their own defect or restriction, allowing them to regain an equivalent number of points. Work with the GM to determine the value and traits of the new defect, using those described here as guidelines. A unique defect or restriction rarely grants more than 3 points.

Untrained Class Feature

Gained: By feature.

Requirement: At least 1 class level.

A character with an untrained class feature does not gain that class attribute at their current class level. The character may purchase the class attribute back later for the reduced cost. This defect grants a character points equal to half the cost of the untrained class attribute for that level. Class attributes worth an odd number of points round down, but make note of the trailing .5 in case another attribute goes untrained at a later level.

Example: A character with 2 levels in magical hero is afraid of heights and chooses to only gain jump (rank 1), leaving her with half of a point. At 5th level, the character's fear of heights is still unresolved, so she also does not gain flight at that level. This grants her 1.5 points, plus the .5 she had from giving up a rank of jump, for a total of 2 points.

Wanted

Gained: 3, 6, or 9 points.

A wanted character is being chased by another creature or organization, usually for a specific reason that the character may or may not share with others.

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3 points: The character is wanted for questioning regarding an event they may have been part of, and if directly encountered by agents of the creature or organization will be attacked or otherwise drawn attention to.
6 points: The reason the character is wanted is public knowledge, and other creatures that see or interact with the character may be inclined to make their presence known to agents of the creature or organization that wants them.
9 points: The character can find little respite outside of their immediate circle of friends or influence, and must be careful wherever they go not to draw attention to themselves, lest they be outed to those in search of them by even common folk looking for a reward.

Defense Defects & Restrictions

Allergen

Gained: Up to 3 points per allergen.

A character with allergen chooses a non-damaging substance, material, or object, such as water, silver, or a crucifix, respectively. When the character comes in contact with their allergen, they take 1d6 points of damage per point gained, up to a maximum of 3d6 points of damage.

Alternatively, the character might become sickened (1 point), immobilized (2 points), or paralyzed (3 points) while in contact with their allergen.

Example: Vampires treat garlic, crucifixes, silver, and running water as allergens. The first three each damage them in varying ways, while the last immobilizes them, granting vampires a total of 8 points that can be used to purchase or strengthen different attributes.

Armor Penalty

Gained: 1 point + 1 point per lost attribute.

A character with armor penalty loses access to up to 3 defense, movement, or attack offense attributes when wearing armor, using a shield, or carrying a medium or heavy load.

Inattentive

Gained: 2 or 3 points.

For 2 points, a slow character suffers a –2 penalty on initiative checks. For 3 points, the character always goes last unless rolling initiative against another creature with slow.

Vulnerability

Gained: 2 points per vulnerability.

A character with vulnerability chooses a type of damage and gains vulnerability to it. Types of damage include elemental damage (acid, cold, electricity, or fire); force or sonic damage; or bludgeoning, piercing, or slashing damage.

Weakness

Gained: Up to 3 points.

A character with weakness suffers 2d6 additional damage from critical hits and called shots per point gained. This damage cannot be avoided or redirected, but it can be healed normally after the fact (if no other defect or restriction prevents it.

Obvious Weakness: For 2 additional points, the weakness is obvious to enemies (Perception DC 15 –1 per point gained), who can directly target it with a called shot.

Feat and Skill Defects & Restrictions

Logical

Gained: 1 point.

A logical character doesn't process emotions like other characters and takes a –4 on Sense Motive checks.

Magical Defects & Restrictions

Arcane Spell Failure

Requirements: Dynamic sorcery or fantasy spellcasting.
Gained: Up to 3 points.

A character with arcane spell failure suffers a chance to lose the spell they cast when wearing certain armor or using a shield.

1 point: The character cannot wear medium or heavy armor.
2 points: The character cannot wear medium or heavy armor or use a shield.
3 points: The character cannot wear any armor or use a shield.

Negative Affinity

Gained: 1 point.

A character with negative affinity is damaged by spells that heal hit points and healed by spells that deal negative energy damage, such as *inflict wounds* spells.

Reduced Spells per Day

Requirement: Fantasy spellcasting.
Gained: 2 points.

A character with reduced spells per day gains 1 fewer spell of each level (minimum 0). A character that gets 0 spells per day of a given spell level gains only the bonus spells they would be entitled to based on spellcasting attribute score for that spell level.

Slow Movement

Gained: up to 3 points.

A character with slow movement has their speed reduced in some way.

1 point: The character's base movement speed is reduced by 10 ft. If the character is Medium, they gain steady for free.
2 points: The character's base movement speed is reduced by half.
3 points: The character reduces their speed in all movement types by half (to a minimum of 10-ft. movement).

Spells Known

Requirements: Dynamic sorcery or fantasy spellcasting.
Gained: 1, 2, or 3 points.

A character with spells known has a limited number of spells they gain with each rank or Hit Die.

A character with spells known can typically exchange at least 1 spell when they reach a certain level or total number of Hit Dice. A character that can never change their spells known gains 2 additional points.

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1 point										
Level	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**	**7th**	**8th**	**9th**
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

2 points							
Level	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Mechanical Defects & Restrictions

Activation Time

Gained: 1 point per 2 rounds, up to 5 points.

Activation time can be a magical or mechanical defect.

A character with activation time chooses one magical or mechanical attribute. When activating that attribute, the character must wait a minimum of 2 rounds before it becomes fully active and usable. Activating such an attribute may also require concentration (see below).

Concentration

Gained: 3 points.

Concentration can be a magical or mechanical restriction.

A character with concentration chooses one magical or mechanical attribute. When using that attribute, the character is flat-footed. The character can only move or take actions when they relate directly to the attribute and must otherwise do nothing else until it is deactivated or no longer available to use.

3 points				
Level	**1st**	**2nd**	**3rd**	**4th**
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	2	—	—	—
5th	3	—	—	—
6th	4	—	—	—
7th	4	2	—	—
8th	4	3	—	—
9th	5	4	—	—
10th	5	4	2	—
11th	5	4	3	—
12th	6	5	4	—
13th	6	5	4	2
14th	6	5	4	3
15th	6	6	5	4
16th	6	6	5	4
17th	6	6	5	4
18th	6	6	6	5
19th	6	6	6	5
20th	6	6	6	5

Dependent

Gained: 1 point per paired attribute.

Dependent can be a magical or mechanical defect.

A character with dependent chooses at least two attributes. Those attributes must both be activated at the same time, or one right after the other, to operate properly.

Example: A character may have to activate a forcefield in order to have flight, or they might only gain a forcefield after casting a spell.

Restrictions: Items of power are already dependent by default and cannot be chosen for this defect. Paired attributes should make sense in some context.

Detectable

Gained: 1, 2 or 4 points.

Detectable can be a magical or mechanical defect.

A character with detectable chooses an attribute. Other creatures are immediately made aware of the character when that attribute is used.

1 point: The attribute creates a visual or audible cue that others who are paying attention will notice with a bonus on their Perception checks equal to the attribute's rank.

2 points: Creatures within range of the attribute (minimum 25 feet + 5 feet per 2 ranks of the attribute) are immediately aware of its use, and those out to 1 mile per 2 ranks of the attribute gain a Perception check to notice if they are paying attention.

4 points: Creatures within long range (400 feet + 40 feet per rank of the attribute) are immediately aware of the attribute's use, whether or not they can see it. Creatures out to 1 mile per rank of the attribute can make a Perception check to recognize that something is happening.

Offense Defects & Restrictions

Frenzy

Gained: Up to 3 points.

A character with frenzy enters a barbarian rage as a barbarian of their highest rank in any attribute as a free action under some conditions. The character cannot leave the rage voluntarily without help, and may even attack their allies. The rage lasts only as long as the triggering event occurs.

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1 point: The character frenzies only in dire situations, but would never harm their allies.
2 points: The character frenzies in specific circumstances, such as when exposed to the light of a full moon or when brought below half of their total hit points. The character can attempt a Will save (DC 25 –1 for each round already spent raging) to avoid attacking allies if there are no enemies within reach.
3 points: The character frenzies frequently, such as when a critical hit is confirmed against them, or upon seeing a specific color or triggering event. The character will attack their allies if they are the source of the trigger or there are no enemies around while the rage lasts.

Senses Defects & Restrictions

Light Vulnerability

Gained: 1 or 2 points per vulnerability.

A character with light vulnerability suffers penalties when in direct light of some kind.

Light Blindness: 2 points. The character is blind for 1 round when exposed to bright light, then dazzled.

Light Sensitivity: 1 point. The character is dazzled in areas of bright light.

Vulnerable to Sunlight: 2 points. The character takes 1 point of Constitution damage after every hour they are exposed to sunlight.

Hyper Focus

Gained: 3 points.

A character with hyper focus unknowingly puts extreme focus on one task to the exclusion of others. When using Craft, Perform, or Profession, or otherwise performing a repetitive task, the character must make a Will save once per hour against the task's DC. Failure indicates the character is flat-footed and takes no actions other than to continue the task. Creatures can attempt to return the character's focus as if waking it from a *sleep* spell (a standard action).

Short Attention Span

Gained: 1, 3, or 6 points.

A character with a short attention span gets distracted easily.

1 point: The character suffers a –2 penalty on Will saves and all Perception checks.
3 points: –4 Will and Perception, and –2 Reflex.
6 points: –4 Will, Perception, and Reflex, and –2 AC.

Feats

Feats are a staple of the *Pathfinder® Roleplaying Game*. In *Play Manga*, they hold much the same role and overall power level. Any feat available in another supplement should be as balanced here as it would be in a traditional game.

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Gaining Feats: Every character gains 1 feat at 1st level, plus an additional feat at every odd level thereafter. These are in addition to the feats gained as a race or class. In addition, point-based characters can purchase the bonus feats attribute.

Race Feats: When building a race, a flexible bonus feat is worth 4 points, while a static bonus feat is worth 2.

Class Feats: Classes that gain static feats at certain levels pay 1 point fewer for them unless they ignore another feat prerequisite. See the bonus feat attribute for more information.

General Feats

Coordinated Tactics (Teamwork)

Prerequisites: Int 13, at least 1 teamwork feat.

Benefit: You and each of your allies with this feat can spend 1 hour each morning practicing together. When you do, choose one teamwork feat from each of those allies. You are treated as having those feats for the day.

Crowd Oriented

Prerequisite: Group minded rank 1.

Benefit: Double the range at which you and allies gain the benefits of group minded (20 ft. at rank 1 + 40 feet per rank thereafter).

Diehard

Prerequisite: Endurance.

Benefit: You automatically stabilize when reduced to 0 or fewer hit points and may act as disabled, rather than dying. When disabled, you are staggered. You take 1 point of damage if you perform any action more strenuous than moving.

Dual Major

Prerequisites: 7th-level student or 7th-level tech genius, at least 2 course talents.

Benefit: Choose a course talent you have that is not your major. You gain the major benefit of that talent and may choose that talent as your pre-graduate benefit, graduate benefit, or both.

Endurance

Benefit: You gain a +4 on Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may also sleep in light or medium armor without becoming fatigued.

Eschew Materials

Benefit: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Expert Driver

Prerequisite: Skilled Driver.

Benefit: You can make an accelerate, decelerate, or turn action as a move action instead of a standard action. You also subtract 10 feet from the roll when stopping a vehicle to determine how many feet the vehicle moves forward before it stops.

Expert Mechanic

Prerequisite: Int 15, Knowledge (engineering) 1 rank.

Benefit: Your successful Knowledge (engineering) check restores twice as many hit points to a mecha, robot, or vehicle. Once per week, you can cast *make whole* as an extraordinary ability. Your caster level is equal to your total hit dice. If you have at least 8 hit dice, you can cast *greater make whole* instead.

Extra Course Talent

Prerequisite: 3rd-level student or 3rd-level tech genius.

Benefit: You gain an additional course talent. As a tech genius, this talent can only be chosen from your list of tech schools.

Extra Energy

Benefit: You gain +5 energy.

Special: You can select this feat more than once. Its effects stack.

Family Ties

Prerequisite: Organizational ties (rank 1).

Benefit: You are a member of the leading family in your associated organization. Your effective rank of Organizational ties increases by +1. At rank 4, this also grants you a 25% chance per day to get moderate assistance. At rank 7, you have a 25% chance per day to get major assistance. At rank 10, you have a 100% chance per day to get moderate assistance.

Fighter Training

Prerequisites: Str 15, character level 10th, at least 2 total levels in non-fighter classes.

Benefit: You count half your total level in non-fighter classes as fighter levels for the purpose of qualifying for feats.

Special: If you have levels in fighter, these levels stack.

General Studies

Benefit: Add half your class level on all Knowledge checks. You can make all Knowledge checks untrained.

Heavy Armor Endurance

Prerequisites: Str 13 or Con 13, Endurance.

Benefit: You gain a +1 circumstance bonus on all Reflex saves when wearing heavy armor and may sleep in light, medium, or heavy armor without becoming fatigued.

Normal: A character without this feat who sleeps in heavy armor is fatigued the next day.

Light Steps

Prerequisites: Acrobatics 11 ranks, Dex 15.

Benefit: As a full-round action, you can move up to twice your speed, ignoring difficult terrain. While moving in this way, any surface will support you, no matter how much you weigh. This allows you to move across water, lava, or even the thinnest tree branches. You must end your move

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on a surface that can support you normally. You cannot move across air in this way, nor can you walk up walls or other vertical surfaces. When moving in this way, you do not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor do you need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, you ignore any mechanical traps that use a location-based trigger.

Nimble Moves

Prerequisite: Dex 13.

Benefit: You ignore the first 5 feet of difficult terrain that you move through each round. This allows you to take a 5-foot step into difficult terrain.

Polyglot

Prerequisites: Int 15, Linguistics 5 ranks, character level 11th.

Benefit: You can understand and speak with any living creature, as if under a permanent *tongues* effect.

Special: Fantasy monks gain this feat for free at 13th level. They do not have to meet the prerequisites.

Scribe Scroll (Item Creation)

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price.

Spell Level	Cleric, Druid, Wizard	Dynamic Sorcerer, Sorcerer	Bard, Magical Hero, Pet Trainer	Paladin, Ranger
0	1 cy	1 cy	1 cy	—
1st	3 cy	3 cy	3 cy	3 cy
2nd	15 cy	20 cy	20 cy	20 cy
3rd	38 cy	45 cy	53 cy	53 cy
4th	70 cy	80 cy	100 cy	100 cy
5th	113 cy	125 cy	163 cy	—
6th	165 cy	180 cy	240 cy	—
7th	228 cy	245 cy	—	—
8th	300 cy	320 cy	—	—
9th	383 cy	405 cy	—	—

Skilled Driver

Benefit: Choose aircraft, land vehicles, or watercraft. You gain a +4 bonus on driving checks with your chosen vehicle.

Smart Driver

Prerequisites: Int 13, Profession (driver) 1 rank.

Benefit: You can substitute your Intelligence modifier in place of Wisdom when making driving checks and driving-related skill checks.

Swift Tracker

Prerequisites: Track, Knowledge (geography) or Knowledge (nature) 5 ranks, Survival 8 ranks.

Benefit: You can move at your normal speed while using Survival to follow tracks without taking the normal –5 penalty, and you take only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Solo Tactics

Prerequisites: Int 13, at least 1 teamwork feat.

Benefit: Each of your allies are treated as if they possess the same teamwork feats as you for the purpose of determining whether you receive a bonus from your teamwork feats. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for you to receive the listed bonus.

Toughness

Benefit: You gain +1 hit point per Hit Die.

Track

Prerequisites: Knowledge (geography) or Knowledge (nature) 5 ranks, Survival 5 ranks.

Benefit: You add half your total Hit Dice (minimum 1) to Survival skill checks made to follow tracks.

Trapfinding

Prerequisites: Disable Device 5 ranks, Knowledge (engineering) 5 ranks, Perception 5 ranks.

Benefit: You add half your total Hit Dice (minimum 1) on Perception checks to locate traps and on Disable Device checks (minimum +1). You can also disable magic traps.

Combat Feats

Armor Proficiency (Combat)

Benefit: You are proficient with light armor. For 2 points, you are also proficient with medium armor. For 3 points total, you are proficient with all armor.

Class Weapon Proficiency (Combat)

Benefit: Choose one of the following classes. You gain proficiency with the weapons listed for that class at the reduced cost.

Bard: 3 points. Longsword, rapier, sap, shortsword, shortbow, and whip.

Cleric: 2 points. Deity's favored weapon.

Druid: 2 points. Club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling,spear, and all natural weapons of the forms taken with wild shape.

Monk: 2 points. Club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, short sword, shortspear, shuriken, siangham, sling, spear, and any weapon with the monk special weapon quality.

Rogue: 3 points. Hand crossbow, rapier, sap, shortbow, and short sword.

Wizard: 1 point. Club, dagger, heavy crossbow, light crossbow, and quarterstaff.

Special: You can select this feat more than once. Each time, choose a different class.

Diving Shot (Combat)

Prerequisite: Base attack bonus +1.

Benefit: Once per round, when making an attack with a ranged weapon or using a full-attack action to make attacks with one or more ranged weapons, you can move up to 10 feet without drawing attacks of opportunity as part of that action, but you are prone at the end of the movement.

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Dual Focus (Combat)

Prerequisite: Combat focus.

Benefit: You can choose up to 2 creatures as your combat focus with one standard action.

Exotic Weapon Proficiency, Greater (Combat)

Prerequisite: Proficiency with all martial weapons and at least 2 exotic weapons.

Benefit: You are proficient with all exotic weapons.

Finesse Training (Combat)

Prerequisites: Dex 13, Weapon Finesse, proficiency with the chosen weapon.

Benefit: Choose one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Whenever you make a successful melee attack with the selected weapon, you add your Dexterity modifier instead of your Strength modifier to the damage roll.

Restriction: If any effect would prevent you from adding your Strength modifier to the damage roll, you do not add your Dexterity modifier.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Firearm Proficiency (Combat)

Benefit: You are proficient with all firearms.

Gun Training (Combat)

Prerequisites: Dex 13, proficiency with firearms.

Choose one type of firearm (such as an assault rifle or handgun). You gain a bonus equal to your Dexterity modifier on damage rolls when firing that firearm. Furthermore, when you misfire with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Immediate Focus (Combat)

Prerequisites: Int 13, Swift Focus, character level 11th, combat focus.

Benefit: When your combat focus is reduced to 0 or fewer hit points, you can choose a new combat focus as an immediate action.

Improved Initiative (Combat)

Benefit: You gain a +4 bonus to initiative checks.

Martial Weapon Proficiency, Greater (Combat)

Prerequisite: Proficiency with all simple weapons and at least 2 martial weapons.

Benefit: You are proficient with all martial weapons.

Simple Weapon Proficiency, Greater (Combat)

Prerequisite: Proficiency with at least 2 simple weapons.

Benefit: You are proficient with all simple weapons.

Stunning Fist (Combat)

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You can use stunning fist once per day +1 per 4 Hit Dice. Before making an unarmed strike, you can declare that you are using stunning fist. If the attack hits and deals damage, the target is stunned for 1 round (Fortitude DC 10 + 1/2 your total Hit Dice + your Wis modifier negates).

Special: 1 point per rank. You can replace the stun with another effect at the same DC.

Rank 1: The target is fatigued for 1 round.
Rank 2: The target is sickened for 1 minute.
Rank 3: The target is staggered for 1d6+1 rounds.
Rank 4: The target is blinded or deafened permanently.
Rank 5: The target is paralyzed for 1d6+1 rounds.

Swift Focus (Combat)

Prerequisite: Int 13, combat focus.

Benefit: You can choose your combat focus as a swift action.

Weapon Proficiency (Combat)

Benefit: You are proficient with 1 weapon of your choice.

Style Feats

As a swift action, you can enter a stance granted by a style feat. You can only use style feats while in their associated stance.

Note: Martial arts (rank 1) counts as Improved Unarmed Strike for the purpose of meeting the prerequisites of style feats.

Boar Ferocity (Combat, Style)

Prerequisites: Improved Unarmed Strike, Boar Style, Intimidate 6 ranks.

Benefit: You add piercing damage to the damage types you can deal with your unarmed strikes. Further, you gain +2 on Intimidate checks to demoralize opponents. While using Boar Style, whenever you tear an opponent's flesh, you can spend a free action to make an Intimidate check to demoralize that opponent.

Boar Shred (Combat, Style)

Prerequisites: Improved Unarmed Strike, Boar Ferocity, Boar Style, Intimidate 9 ranks.

Benefit: You can make an Intimidate check to demoralize an opponent as a move action. While using Boar Style, whenever you tear an opponent's flesh, once per round at the start of that opponent's turn he takes 1d6 bleed damage. The bleed damage dealt while using Boar Style persist even if you later switch to a different style.

Boar Style (Combat, Style)

Prerequisites: Improved Unarmed Strike, Intimidate 3 ranks.

Benefit: You can deal bludgeoning damage or slashing damage with your unarmed strikes—changing damage type is a free action. While using this style, once per round when you hit a single foe with two or more unarmed strikes, you can tear flesh. When you do, you deal 2d6 extra points of damage with the attack.

Crane Riposte (Combat, Style)

Prerequisites: Crane Style, Crane Wing, Dodge, Improved Unarmed Strike, base attack bonus +8.

Benefit: You take only a –1 penalty on attack rolls for fighting defensively.

Whenever you deflect an opponent's attack using Crane Wing or lose the dodge bonus from Crane Wing because an attack missed you by 4 or less, you can make an attack of opportunity against the attacker after the attack misses.

In addition, when you deflect an attack using Crane Wing while taking the total defense action, you may make an attack of opportunity against that opponent (even though you could not normally do so while taking the total defense action).

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Crane Style (Combat, Style)

Prerequisites: Dodge, Improved Unarmed Strike, base attack bonus +2 or monk level 1st.

Benefit: You take only a –2 penalty on attack rolls for fighting defensively. While using this style and fighting defensively or using the total defense action, you gain an additional +1 dodge bonus to your Armor Class.

Crane Wing (Combat, Style)

Prerequisites: Crane Style, Dodge, Improved Unarmed Strike, base attack bonus +5.

Benefit: When fighting defensively with at least one hand free, you gain a +4 dodge bonus to AC against melee attacks. If a melee attack misses you by 4 or less, you lose this dodge bonus until the beginning of your next turn.

If you using the total defense action instead, you can deflect one melee attack that would normally hit you. An attack so deflected deals no damage and has no other effect (instead treat it as a miss). You do not expend an action when using this feat, but you must be aware of the attack and not flat-footed.

Tiger Claws

Prerequisites: Improved Unarmed Strike, Tiger Style, base attack bonus +6 or monk level 5th.

Benefit: While you are using the Tiger Style feat and have both hands free, you can use a full-round action to make a single unarmed strike with both hands.

Use your highest base attack bonus, rolling unarmed strike damage for each hand separately and multiplying both if you score a critical hit.

If you use Power Attack in conjunction with this attack, increase your Strength bonus on one of the damage rolls by an additional one-half your Strength bonus.

If you hit, you can attempt a bull rush maneuver with a +2 bonus on the combat maneuver check. This bull rush attempt provokes no attack of opportunity from your opponent, but you cannot move with that opponent if your bull rush is successful.

Tiger Pounce (Combat, Style)

Prerequisites: Improved Unarmed Strike, Power Attack, Tiger Claws, Tiger Style, base attack bonus +8.

Benefit: While using the Tiger Style feat, you can apply the penalty from Power Attack to your AC instead of attack rolls. Additionally, once per round as a swift action, you can move up to half your speed closer to a target you hit with an unarmed strike or made a successful combat maneuver against on this turn or your last turn.

Tiger Style (Combat, Style)

Prerequisites: Improved Unarmed Strike, base attack bonus +3.

Benefit: While using this style, you gain a +2 bonus to your CMD against bull rush, overrun, and trip maneuvers. You can also deal slashing damage with your unarmed strikes. Whenever you score a critical hit with your slashing unarmed strike, your opponent also takes 1d4 points of bleed damage at the start of his next two turns.

Normal: Unarmed strikes deal bludgeoning damage.

Fuse Style (Combat, Style)

Prerequisites: Martial arts (rank 1), at least 1 feat from each of 2 different styles.

Benefit: You can have up to two styles active at once. You must still activate each as a swift action, but when you switch styles, you can choose one style whose stance is already active to persist.

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Equipment & Personal Gear

Characters in anime are as likely to wield a katana as they are a broadsword or chainsaw. In most stories, technology is at least modern, if not somewhat futuristic at times. This section takes a number of these ideas and presents them as available for any *Play Manga d20* character.

Purchasing Equipment: Character advancement and wealth by level remain the same as they do for any character in *The Pathfinder Roleplaying Game*. Prices here are reflected in currency (cy), which has an approximate modern currency value of 1 cy for every 10 fantasy gp. Depending on where a character is from in the world, they may refer to this universal currency as keys or sighs.

Real-World Exchange: For equipment and personal gear not listed here or in another source book, use the real-world value, rounded to the nearest full currency. Work with the GM to determine if such an item can be picked up as an expensive item (see below).

Expensive Items

Some items are worth far more than an average person could purchase, even if they are an 8th-level chef de cuisine. Because of this, lines of credit, loans, and other means of gaining expensive items exist in the modern age.

Obtaining Expensive Items: To represent the many ways somebody might be able to afford a car at 1st level, or a grenade launcher as early as 3rd, a character can be assumed to own 1 expensive item per level. In addition, a character with the personal wealth attribute can also own 1 expensive item per rank.

Expensive items presented here are marked in order to indicate their earlier availability to characters looking to pick them up. How early they can be gained is also listed (the car versus the grenade launcher above). Some items can only be purchased with wealth gained at higher levels, so they are not listed as expensive items.

A character wishing to begin play without an expensive item as part of their background can give it up for an additional rank in a Feat & Skill attribute of their choice.

Selling Expensive Items: Selling an expensive item is not as easy as selling other personal gear because one would need to be able to find somebody who can afford to pay half the full price. The chances of finding somebody who can do so go down the lower a character's level (although ranks in famous, organizational ties, or personal wealth increase this chance by 1 effective level per rank).

To sell an expensive item, find the level at which the item could be purchased for half the total wealth by level (a grenade launcher could reasonably be purchased by a 6th-level character, for example). At that level, finding somebody who can pay 400 cy for the grenade launcher is as easy as jumping onto the web and listing the item. For every level before 6th, subtract 10% from the selling value. A 3rd-level character can hope to get 280 cy.

This method is intentionally unfair to characters at low levels to prevent granting an excess of funds, but is also realistic in that finding somebody who would take the character's effort to sell a grenade launcher seriously is slim without the right connections. Most people would laugh the character off, think something is wrong with the item, or believe the trade to be illegal in some way.

Equipment Upgrades

Upgrades are available for all modern equipment. They are divided between accessories and features. Accessories can be added to, or removed from, a weapon as a move action. Features are permanent additions that require 1 day per 100 cy of the total cost to add as well as an appropriate Craft or Knowledge (engineering) check. There is no limit to the number of upgrades that can be added to a weapon, but upgrades made to the same location on the weapon do not stack (crosshairs do not stack with a laser scope).

Masterwork Upgrades: Upgrades have improved functionality when masterwork, which is explained in their description. They cost double the price of a basic upgrade.

Wealth by Level	Starting Wealth (cy)
1st	50 cy
2nd	100 cy
3rd	300 cy
4th	600 cy
5th	1,050 cy
6th	1,600 cy
7th	2,350 cy
8th	3,300 cy
9th	4,600 cy
10th	6,200 cy
11th	8,200 cy
12th	10,800 cy
13th	14,000 cy
14th	18,500 cy
15th	24,000 cy
16th	31,500 cy
17th	41,000 cy
18th	53,000 cy
19th	68,500 cy
20th	88,000 cy
21st	112,500 cy
22nd	144,000 cy
23rd	183,500 cy
24th	233,000 cy
25th	296,500 cy
26th	376,000 cy
27th	475,500 cy
28th	603,000 cy
29th	762,500 cy
30th	962,000 cy

Fantasy Equipment

In a modern setting, most fantasy equipment is considered outdated, vintage, or classic, and only specific adventurers tend to use it. Purchasing traditional fantasy equipment costs 3x as much, rounded up and adjusted to currency as normal. This means that traditional, fantasy full plate costs 450 cy.

Fantasy equipment built to modern standards can vary in price depending on the vendor, but typically costs its original price rounded up, adjusted to currency (a modern adventurer's longsword costs 2 cy). This isn't always the most realistic price, but consider most of it an adventuring character's discount because they protect the commonfolk from dangerous beings and have connections they've made leading up to the point of adventuring that gets them better prices on gear than the guy who works at the mall.

Modern Armor

Characters in anime and manga often wear little to no armor, preferring to rely on their skill, mobility, and mystical talent instead. For characters who do want or need equipment, modern versions of most types of armor can be found.

Modern light armor can have two upgrades, modern medium armor can have up to three, and modern heavy armor can have up to five.

Armored Coat

Price 50 cy (expensive 1st); **Type** medium

Armored coats in anime are more common than most other armor because they are inherently bulletproof and can make any character wearing them look cooler. When purchasing an armored coat, choose Diplomacy or Intimidate and gain a circumstance bonus equal to 2 + any enhancement bonus the armor may have on checks with that skill.

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Modern Armor								
Armor	**Price ***	**Armor**	**Maximum Dex Bonus**	**Armor Check Penalty**	**Arcane Spell Failure**	**Speed 30 ft./20ft.**	**Weight**	**Properties**
Light Armor								
Body Suit	85 cy [1]	+3	+8	–1	—	—	2 lbs.	
Combat Vest	15 cy	+4	+4	–2	20%	—	2.5 lbs.	
Weighted Clothes	10+ cy	+2	+5	0	15%	25 ft./15 ft.	10+ lbs.	See description.
Medium Armor								
Armored Coat	50 cy [1]	+4	+3	–2	20%	20 ft./15 ft.	20 lbs.	Bulletproof, see description.
Body Armor	20 cy	+6	+3	–4	25%	20 ft./15 ft.	30 lbs.	
Ghillie	60 cy [1]	+5				20 ft./15 ft.		Camouflaging
Heavy Armor								
Kagashi Armor	100 cy [1]	+7	+1	–6	35%	20 ft./15 ft.	35 lbs.	See description.
Modern Full Plate	150 cy [1]	+8	+2	–5	30%	20 ft./15 ft.	30 lbs.	
Riot Gear	180 cy [1]	+9	+1	–6	35%	15 ft./10 ft.	75 lbs.	DR 5/bludgeoning

*: This is the price of armor for a Medium character. Larger armor costs twice as much for each category (masterwork armor still adds 15 cy). Vehicle armor is handled by the armored upgrade, and mecha can choose either.

1: This equipment can be purchased as an expensive item. See the equipment's description for more details.

Despite outward appearances, an armored coat still has metal plates sewn into it, so it can be made into light armor with materials such as mithral.

Body Armor

Price 50 cy (expensive 1st); **Type** medium

Generic body armor includes a full suit of shoulder pads, gloves, boots, belt, pants, vest and a simple helmet.

Construction

Craft DC 16; **Cost** 25 cy

Body Suit

Price 85 cy (expensive 1st); **Type** light

A body suit is form-fitted to the wearer for maximum comfort.

Construction

Craft DC 11; **Cost** 42 cy; tailor

Combat Vest

Price 15 cy; **Type** light

A combat vest protects the chest much like a chain shirt in fantasy. It provides ample defense without greatly reducing mobility.

Construction

Craft DC 14; **Cost** 7 cy; military lab

Full Plate, Modern

Price 150 cy (expensive 1st); **Type** heavy

Modern full plate uses modern alloys, practices, and technology to create a replica of fantasy armor that is easier to move around in with a minimal loss of defensiveness.

Construction

Craft DC 18; **Cost** 75 cy; blacksmith

Ghillie

Price 60 cy (expensive 2nd); **Type** medium

A ghillie suit is made especially for snipers. Each is made with the camouflage upgrade for a specific environment.

Construction

Craft DC 20; **Cost** 30 cy; tailor

Kagashi Armor

Price 100 cy (expensive 1st); **Type** heavy

This traditional armor worn by the kagashi samurai counts as fantasy banded mail armor, but also grants a circumstance bonus on Intimidate checks equal to 2 + any enhancement bonus the armor may have.

Construction

Craft DC 17; **Cost** 50 cy; blacksmith

Riot Gear

Price 180 cy (expensive 3rd); **Type** medium

Riot gear is body armor built specifically for keeping angry mobs at bay. It is a full suit of armor that includes a visor which blocks sprays that could blind the wearer.

This armor is not typically able to be made bulletproof, but does inherently grant DR 5/bludgeoning because of its many pads and guards.

Construction

Craft DC 19; **Cost** 90 cy; Craft Technological Arms and Armor, military lab

Weighted Clothes

Price 10 cy (10-lb.), 15 cy (20-lb.), 25 cy (50-lb.); **Type** light

Weighted clothes are designed specifically for strength and endurance training. They reduce the wearer's speed while worn, but grant a temporary bonus to speed and some checks once removed. Like all armor, when worn, the weight of weighted clothes is not also added to the character's overall total for the purpose of determining carrying capacity.

10-lb. clothes reduce speed by 5 ft.; when removed (a standard action), they increase speed by 10 feet for 1 hour per hour worn (maximum 8 hours).

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20-lb. clothes function as 10-lb., but they also grant a +2 circumstance bonus on all Strength checks and Strength and Dexterity-based skill checks, and a +1 circumstance bonus on damage rolls that add Strength or Dexterity modifier. The armor's bonuses last for 1 hour per 10 minutes worn.

50-lb. clothes reduce speed by 10 ft.; when removed (a full-round action), they increase speed by 15 feet, grant a +4 circumstance bonus on all Strength checks and Strength and Dexterity-based skill checks, and a +2 circumstance bonus on damage rolls that add Strength or Dexterity modifier. The armor's bonuses last for 1 hour per 10 minutes worn.

Construction

Craft DC 12; **Cost** 5 cy (light), 7 cy (medium), 12 cy (heavy); tailor

Armor Upgrades

The following upgrades are available for purchase with currency and can be applied to the appropriate armor. A mech pilot can also select one or more of these upgrades as a single modification for his giant mobile armor.

Bulletproof Coating

Price 15 cy (light), 20 cy (medium), 30 cy (heavy); **Craft DC** 15 or +5; **Weight** +2 lbs. (light), +5 lbs. (medium), +10 lbs. (heavy)

The armor grants DR 5/slashing. After absorbing 25 points of damage, or when struck by successful critical hit from a piercing or slashing weapon, the coating is damaged and reduces its DR to 2/slashing. After absorbing a total of 50 points of damage, or when struck by a critical hit from a piercing or slashing weapon while damaged, the coating is destroyed. Masterwork bulletproofing grants DR 10/slashing instead and can absorb 50 points of damage before becoming damaged, which reduces the DR to 5/slashing. It breaks after absorbing 100 damage.

Camouflage

Price 25 cy; **Craft DC** 10 or +5

The armor is crafted to blend into the environment, and comes with paint for exposed skin. It grants a circumstance bonus on all Stealth checks equal to 2 + any enhancement bonus the armor may have. This bonus increases by 2 if the armor is made for a specific environment (cold, desert, forest, jungle, mountain, plains, planes [pick one], swamp, underground, urban, or water).

Fitted

Price 15 cy (light), 20 cy (medium), 30 cy (heavy); **Craft DC** 12 or +5

The armor is tailored specifically for the wearer, greatly increasing comfort and maneuverability. The armor check penalty on fitted armor is reduced by half (rounded down), so armor with a –3 penalty is reduced by 1, and a –4 penalty is reduced by 2. Armor with a –1 or lower penalty is considered fitted already.

Masterwork Modern Armor

Price 15 cy; **Craft DC** 20

Marsterwork modern armor is better crafted to put less strain on the wearer. It reduces the armor's armor check penalty by 1, to a minimum of 0, and allows it to accept magical enchantments. Unlike other upgrades, masterwork armor must be crafted with the masterwork component included from the start. This component is always crafted apart from the armor.

Modern Weapons

Except under strange circumstances, modern firearms lack the misfire chance of their fantasy counterparts. If applying misfire to a modern firearm, reduce the base price by 30 cy.

Baton

Price 5 cy; **Type** two-handed melee; **Proficiency** simple

A baton is more than just a stick. It is fashioned to withstand impacts without breaking, and is very effective when disarming or tripping an enemy. May come with a smaller handle pointing off to the side.

Construction

Craft DC 12; **Cost** 2 cy

Chainsaw

Price 270 cy (expensive 1st); **Type** two-handed melee; **Proficiency** exotic

It's a standard action to activate a chainsaw, and doing so consumes a charge of power. The chainsaw continues to run constantly after activation, draining an additional charge each hour. A dropped chainsaw automatically turns off unless it is set down carefully as a move action. Anyone carrying an activated chainsaw to take a –10 penalty on Stealth checks. An activated chainsaw grants a proficient user a +2 morale bonus on Intimidate checks.

Construction

Craft DC 20; **Cost** 135 cy; Craft Technological Arms and Armor, military lab

Grenade

Price 75 cy (expensive 1st); **Type** one-handed thrown; **Proficiency** –

A grenade is primed and armed as a free action before throwing (or launching from a grenade launcher), and detonates at the beginning of the wielder's next turn. When a grenade detonates, it damages all targets within a 20-foot-radius spread. A successful DC 15 Reflex save halves any damage dealt by a grenade.

Elemental Grenades: Whether created via modern methods, alchemy, or magic, elemental grenades deal acid, cold, electricity, or fire damage, as determined when they are created. If crafted magically, they require Craft Wondrous Item and an appropriate spell of that type, such as *acid arrow, burning hands*, *or shocking grasp.*

Shrapnel Grenade: For 90 cy (expensive 1st), a shrapnel grenade also deals 2d6 piercing and slashing damage with a range of 30 ft. and a weight of 2 lbs.

Construction

Craft DC 20; **Cost** 37 cy; Craft Technological Arms and Armor, military lab (or alchemy lab, if crafted chemically).

Grenade Launcher

Price 800 cy (expensive 3rd); **Type** two-handed ranged; **Proficiency** exotic (heavy weaponry)

A grenade launcher is a bulky weapon that can fire any grenade a great distance. Grenades propelled by a launcher can be set to detonate upon impact or at the start

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Modern Weapons									
Weapon	**Price**	**Damage ***	**Type**	**Critical**	**Range**	**Weight**	**Capacity**	**Charge/ Usage**	**Special**
Simple Weapons									
Baton	5 cy	1d6	B	19-20 x2	10 ft. thrown	1 lb.	—	—	Disarm, trip
Knife	2 cy	1d4	P or S	x3	—	.5 lb.	—	—	Brace
Handgun	150 cy [1]	1d8	B/P	x3	60 ft.	2 lbs.	20	1	light melee (1d4 bludgeoning)
Taser	10 cy	1d6	electricity	x2	10-ft. reach	.5 lb.	20	1	Stun (DC 10+)
Shotgun	125 cy [1]	1d8	B/P	x4	20 ft.	12 lbs.	1	1	scatter (20-ft. cone)
Shotgun, Double-Barrel	450 cy	2d8/2d8	B/P	x4	20 ft.	15 lbs.	2	2	scatter (20-ft. cone)
Martial Weapons									
Revolver	150 cy [1]	1d8	B/P	x4	20 ft.	4 lbs.	6	1	one-handed melee (1d6 bludgeoning)
Rifle	300 cy [1]	1d10	B/P	18-20x2	80 ft.	12 lbs.	1	1	
Rifle, Assault	800 cy [1]	1d10	B/P	18-20x2	50-ft. cone	12 lbs.	1	1	scatter
Exotic Weapons									
Chainsaw	270 cy [1]	3d6		18-20/x2	—	10 lbs.	10	1/hour	Deadly, distracting
Grenade Launcher	800 cy [1]	as grenade	—	—	100 ft.	8 lbs.	20 (5 grenades)	1	Slow-firing
Rail Gun	3,000 cy [1]	3d10	B/P	x4	200 ft.	14 lbs.	10	1	Slow-firing
Rocket Launcher	1,080 cy [1]	6d6 + 6d6 fire	B	—	120 ft.	10 lbs.	1	disposable	slow-firing
Other Weapons (no proficiency required)									
Grenade	75 cy [1]	5d6	B	—	40 ft. thrown	1 lb.	1	disposable	Splash

*: This is the damage for a Medium character. Larger and smaller weapons change the damage dice up or down by 1 category (for unlisted damage dice, find the closest size up and increase from there). d3, d4, d6, d8, 2d6, 2d8, 3d6, 3d8.

1: This equipment can be purchased as an expensive item. See the equipment's description for more details.

of the wielder's next turn. A grenade launcher requires charges to fire, but unless the weapon is also loaded with a grenade, any charges that are consumed are wasted. A grenade launcher can hold up to 5 grenades at a time. Loading a single grenade into a grenade launcher is a move action, and up to 3 grenades can be loaded as a full-round action.

Construction

Craft DC 28; **Cost** 400 cy; Craft Technological Arms and Armor, military lab

Knife

Price 2 cy; **Type** light melee; **Proficiency** simple

Modern knives are easily purchased, wielded, and concealed. Some are made with switchblades and fit in a pocket, while others are sheathed.

Construction

Craft DC 12; **Cost** 1 cy

Rail Gun

Price 3,000 cy; **Type** two-handed ranged; **Proficiency** exotic (heavy weaponry)

A monster of a weapon, the rail gun is often mounted onto a sled or other means of mobility, since carrying it, even in 2 hands, would be next to impossible for all but the strongest of characters. A long chain of bullets trails off the side of the weapon, and when fired, discarded casings pile up around it quickly as it drives its ammunition into most materials as easily as paper. Shots fired from a rail gun bypass an object's first 10 points of hardness, and can completely penetrate targets without hardness.

When making an attack with a rail gun, make a single attack roll and compare that result to the AC of all creatures in a line extending out to the weapon's maximum range. This weapon damages all targets with an AC equal to or lower than the attack roll. However, if the attack's damage fails to penetrate any target's hardness or damage reduction, this shot is blocked and cannot damage targets that are farther away.

Construction

Craft DC 32; **Cost** 1,500 cy; Craft Technological Arms and Armor, military lab

Revolver

Price 150 cy (expensive 1st); **Type** one-handed ranged; **Proficiency** martial (firearms); **Damage** 1d8 (1d6 Small) bludgeoning and piercing; **Critical** x4; **Range** 20 ft.; **Capacity** 6; Usage 1; Special –; Weight 4 lbs.

The classic six-shooter; a favorite amongst lawmen, performers, and ranchers. They are easy to purchase and most formal combat training will teach their proper use. A revolver can be wielded as a simple, one-handed melee weapon that deals 1d6 (or 1d4 if Small) bludgeoning damage on a hit.

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Handgun: A handgun is a revolver with a Critical of x3; Range of 60 ft.; Capacity of 20; and Weight of 2 lbs. It can be wielded as a simple, light melee weapon that deals 1d4 (or 1d3 if Small) bludgeoning damage on a hit.

Construction

Craft DC 20; **Cost** 75 cy

Rifle

Price 300 cy (expensive 1st); **Type** two-handed ranged; **Proficiency** martial (firearms); **Damage** 1d10 (1d8 Small) bludgeoning and piercing; **Critical** 18-20 x2; **Range** 80 ft.; **Capacity** 1; **Usage** 1; **Special** –; **Weight** 12 lbs.

A rifle's long range makes it better suited to hunting than a shotgun, but it lacks the ability to fire buckshot in order to hit more targets.

Assault Rifle: For 800 cy (expensive 3), an assault rifle can only use scatter with a range increment of 50 feet.

Construction

Craft DC 20; **Cost** 150 cy (or 400 cy for an automatic rifle)

Rocket Launcher

Price 1,080 cy (expensive 5th); **Type** two-handed ranged; **Proficiency** exotic (heavy weaponry)

A newly created rocket launcher contains its entire load of rockets. It cannot be reloaded, and once its final rocket is fired, the weapon is useless. Rockets fired from a rocket launcher can target a single target or a grid intersection. A creature that takes a direct hit from a rocket cannot attempt a saving throw to reduce the damage taken. When a rocket strikes its target, it explodes in a 30-foot-radius burst that deals fire and bludgeoning damage to all creatures within that area of effect—a successful DC 15 Reflex save halves the damage for all but the target. Some rocket launchers carry alternate loads, replacing the fire damage with electricity or cold damage, and there are rumors of rocket launchers capable of doing even more damage using radioactive payloads or futuristic, gravity-based shells.

Construction

Craft DC 28; **Cost** 540 gp; Craft Technological Arms and Armor, military lab

Shotgun

Price 300 cy (expensive 1st); **Type** two-handed ranged; **Proficiency** simple (firearms)

Shotguns are a perfect deterrent for most humans because they're both loud and life-threatening at close range. Being able to fire buckshot or rock salt at multiple targets is a big selling factor of these otherwise unwieldy firearms.

Double-Barrel Shotguns: For 450 cy, these shotguns can fire two cartridges at once. Make 2 attacks against the same target (or targets if using scatter). Each attack takes a –4 penalty. On a hit, the target takes 2d8 damage (2d6 if the weapon is Small) from each barrel (4d8 or 4d6 total).

Sawed-Off: A sawed-off shotgun can only use scatter to attack each creature in an adjacent 15-ft space. Large and larger creatures are still only attacked once. After 15 feet, the weapon deals half damage in addition to any other penalties for firing outside of its range increment.

Construction

Craft DC 20; **Cost** 150 cy (or 225 cy for a double-barrel)

Taser

Price 10 cy; **Type** light melee; **Proficiency** simple

Tasers can be used to stun a foe from up to 10 feet away. On a hit, the target must make a Fortitude save (DC 10 + damage dealt) or be dazed for 1 round per 2 damage. On a critical hit, or if the target rolls a natural 1 on its saving throw, the target is stunned for 1 minute instead.

Construction

Craft DC 15; **Cost** 5 cy; Craft Technological Arms and Armor, military lab

Weapon Upgrades

The following upgrades are available for purchase with currency and can be applied to the appropriate weapon. A mech pilot can also select one of these upgrades as a single modification for his giant mobile armor.

The expensive level of an upgraded weapon increases by +1 per 30 cy of included upgrades (minimum +1).

Automatic Reloader [Feature, Weapon]

Price 10 cy; **Location** ejection port

An automatic reloader doubles the weapon's capacity before it must be reloaded, but also requires a separate reload of its own as a swift action (or the load time of the weapon, if greater). The wielder can choose not to reload the automatic reloader while reloading the rest of the weapon.

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A character with Rapid Reload can apply that feat to either the weapon or the automatic reloader, not both.

A masterwork automatic reloader can be reloaded as a free action once per round, or as a swift action if the weapon's reload time is greater.

Basket [Accessory, Weapon]

Price 2 cy; **Location** ejection port

A basket catches up to twice the weapon's capacity of cases or shells as the weapon is fired, preventing them from falling to the ground and potentially leaving evidence. Without a basket, collecting cases and shells requires a move action and a DC 5 Perception check (plus any relevant penalties) per 3 recovered.

A masterwork basket catches up to 4 x the weapon's capacity instead.

Crosshairs [Accessory, Weapon]

Price 20 cy; **Location** forward sight

Crosshairs is the short description of the focusing scope added to a ranged or thrown weapon. While attached, the weapon gains a +2 on attacks made outside of the weapon's first range increment. A masterwork weapon gains this bonus on all attacks.

Bayonet [Accessory, Weapon]

Price 30 cy; **Location** frame

A bayonet is a long blade affixed to the end of a weapon that allows that weapon to act as a melee weapon that deals 1d4 piercing damage on a hit (plus Strength modifier, or 1-1/2 x Strength modifier if the weapon is two-handed).

A masterwork bayonet also gains a +1 enhancement bonus on its attacks and grants the wielder a +1 shield bonus to AC against melee attacks.

Flashlight [Accessory, Weapon]

Price 5 cy; **Location** frame

A flashlight creates a cone of bright light out to 15 feet, then dim light for another 15 feet. A masterwork flashlight is adjustable and extends the range of both bright and dim light out to as far as 20 feet.

Laser Scope [Accessory, Weapon]

Price 60 cy; **Location** forward sight

A laser scope gives near-perfect aim against targets unaware of the impending attack. Activating or deactivating the scope is a swift action. Once activated, it doubles the weapon's threat range against a flat-footed target, but also conveys a –8 penalty on Stealth checks to hide. A masterwork laser scope conveys only a –4 penalty and also functions as basic crosshairs.

A weapon that is also keen, or a wielder who has the Improved Critical feat, increases the threat range of a weapon with a laser scope by +1 for each, applied after all other effects, so a keen rifle with a laser scope wielded by somebody with Improved Critical (rifle) would have a critical threat range of 13-20 x2.

Lock [Accessory, Weapon]

Price by lock; **Location** trigger

A lock prevents the weapon from being wielded without the right key, combination, or DNA. Local law enforcement may require a lock on all weapons while within their jurisdiction.

Locks can be mechanical, digital, or biometric. They require a standard action to unlock with the proper key or code. Masterwork locks require a move action instead.

Biometric: 100 cy. A biometric lock only functions for the creature to which it is assigned. For any other creature, the weapon cannot be wielded normally (it can still be used as an improvised melee or thrown weapon).

Digital: 50 cy. A digital lock has a combination that must be input before it can be wielded properly. Any creature that knows the combination, or that can succeed at a DC skill check to hack the code, can unlock it.

Mechanical: 10 cy. A mechanical lock requires a key or a DC 15 Disable Device check to

Masterwork Modern Weapons

A masterwork modern weapon is better balanced and of higher craftsmanship, granting it a +1 enhancement bonus on attack rolls for 30 cy. This otherwise functions as it does with masterwork fantasy weapons.

The expensive level of a masterwork weapon increases by +1. This cost cannot be paid separately (you can't pay 30 cy at 1st level for a masterwork rifle).

Night Vision [Accessory, Weapon]

Price 40 cy; **Location** rear sight

A night vision accessory grants the wielder light blindness and darkvision out to 90 feet. It also creates a green glow of dim light out to 5 feet.

Masterwork night vision grants light sensitivity instead and does not glow.

Modern Vehicles

Modern vehicles are often gas or electricity-powered, multi-passenger, and fully customizable. The prices of some of these items put them out of reach of most characters without some form of personal wealth or organizational ties. The rules for driving modern vehicles are the same as fantasy vehicles, except as noted here.

Airplane, Fighter Jet

Price 80,000,000 cy (expensive 15th); **Type** Huge aircraft; **Speed** 3,000 mph (good); **AC** 32; **Hardness** 10; **hp** 120; **Weight** 45,000 lbs.

Fighter jets are, for good reason, exclusively used by military establishments and the occasional mega-corporation to keep the peace and ensure their place of power. Occasionally, somebody with a good amount of personal wealth might be able to procure a basic model that flies, but lacks any power without additional upgrades and weaponry.

A basic fighter jet seats 1 with a storage compartment that can be reconfigured into either a gunner's seat or a passenger seat. It also has up to 3 cells in which weapons or explosives can be installed and fired at enemies. Each cell has enough space to fit a standard weapon, or two weapons with upgrades can fill the space of all three.

Thopter: Fighter jets don't tend to exist in a fantasy setting, but the mechanical equivalent for the time period, often referred to simply as a thopter, could be found and purchased for as little as 8,000 cy (expensive 7th). These aircraft have a fly speed of 50 feet per round with average maneuverability and can carry either 1 passenger, 2 standard weapons, or 1 weapon with upgrades. They

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Ground to Vehicle Combat Basics

In a regular combat, any vehicle with a speed measured in miles per hour (most modern vehicles), can be assumed to be present on their turn each round, and not available as a target when it isn't their turn because they're very far away, turning around for another volley. To hit such targets requires an attack of opportunity or a readied action. The vehicle's driver is also unaware of the combat situation while it isn't their turn without some form of communication between them and their target location. An area may not have sufficient space for a vehicle to maneuver, making it necessary for the driver to rethink their tactics.

Flying Blind: When a vehicle's driver doesn't have contact with somebody at their target location, they are flying blind. The driver takes a –4 penalty on drive checks and attack rolls, as well as to AC and saves because maneuvering at such close range is very difficult even for the most skilled driver. They are also considered flat-footed to any attacks that may be readied against them.

require a move action every round to remain aloft (made as part of normal movement, or to hover), or they fall at twice their speed each round until they crash.

Construction

In a modern setting, building a fighter jet from scratch would take more time than a character with any hope of adventuring could accomplish. A character that wishes to obtain such a vehicle without a lot of experience or personal wealth would have to stumble onto one, usually after it has crashed, or steal it.

In a more futuristic setting, fighter jets could be commonplace, and even feature out-of-atmosphere technology as a standard. The cost to build one could be as low as 40,000 cy (expensive 7th).

Airplane, Passenger Jet

Price 40,000 cy (expensive 7th); **Type** Gargantuan aircraft; **Speed** 450 mph (average); **AC** 23; **Hardness** 10; **hp** 90; **Weight** 90,000 lbs.

Passenger jets are more publicly available, especially to the wealthy, who often pay a professional pilot to fly them around as well, freeing their own skills up for something else.

A basic passenger jet seats up to 10 comfortably with a 50-cubic-foot storage compartment for equipment and cargo weighing as much as 10,000 lbs. If necessary, the storage compartment can be reconfigured into two cells given time to craft them. Each cell has enough space to fit a standard weapon, or one weapon with upgrades can fill the space of both.

Cargo Plane: Cargo planes are crafted specifically to carry objects and crates, with very little space for passengers. Up to 4 can sit, including pilots, and up to 6 more can stand, with harnesses available as a precaution. The plane has 150-cubic-feet of storage compartment, and can carry a total of 30,000 lbs. 50-feet of this space can be converted into 2 weapon cells.

Construction

While crafting a passenger jet in a modern setting is considerably easier than crafting a fighter jet, it is still a much faster option to pick one up as an expensive item. That said, if the core of the system can be obtained (worth roughly half the total price of the jet), the rest can be cobbled together over time.

In a more futuristic setting, passenger jets are a primary means of transportation, and even feature out-of-atmosphere technology as a standard. The cost to build one could be as low as 8,000 cy (expensive 3rd).

Car, Advanced

Price 25,000 cy (expensive 5th); **Type** Huge land vehicle; **Speed** 70*/200 mph; **AC** 17 + Dex (max +2); **Hardness** 10; **hp** 60; **Weight** 3,200 lbs.

Advanced cars are modified for dangerous driving situations where they may see combat regularly. Most are fancy by default, and emblazoned with logos related to the organization that owns them. Individuals with advanced cars may opt instead to keep them low-key to avoid drawing a great deal of attention to them.

An advanced car seats up to 2 comfortably with a storage compartment and up to 6 cells in which vehicle upgrades, weapons, or explosives can be installed. Each cell has enough space to fit a standard weapon, or two weapons with upgrades can fill the space of three.

Construction

Anybody with access to a garage and the right Knowledge (engineering) checks can build an advanced car from a schematic. Building one from scratch requires at least 12 years of experience. Each year of formal schooling reduces this requirement by 3 years.

Car, Basic

Price 15,000 cy (expensive 1st); **Type** Huge land vehicle; **Speed** 50*/120 mph; **AC** 13 + Dex (max +2); **Hardness** 10; **hp** 30; **Weight** 2,800 lbs.

Basic cars are not intended for combat, but can be used in a pinch. They are the most customizable of vehicles, but also the least resistant to repeated damage next to motorcycles.

A basic car seats up to 2 comfortably with a storage compartment and up to 8 cells in which vehicle upgrades, weapons, or explosives can be installed. Each cell has enough space to fit a standard weapon, or two weapons with upgrades can fill the space of all three.

Construction

Anybody with access to a garage and the right Knowledge (engineering) checks can build a basic car from a schematic. Building one from scratch requires at least 8 years of experience. Each year of formal schooling reduces this requirement by 4 years.

Motorcycle, Advanced

Price 10,000 cy (expensive 3rd); **Type** Large land vehicle; **Speed** 90*/200 mph; **AC** 15 + Dex (max +4); **Hardness** 5; **hp** 30; **Weight** 400 lbs.

Advanced motorcycles are modified for dangerous driving situations where they may see combat regularly. Most are fancy by default, and emblazoned with logos related to the organization that owns them. Individuals with advanced motorcycles may opt instead to keep them low-key to avoid drawing a great deal of attention to them.

* = This is how many feet the vehicle can travel in one move action if it was at a complete stop at the beginning of its turn. If the vehicle was moving already, it can move its full speed instead (see Ground to Vehicle Combat Basics for more information).

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An advanced motorcycle seats 1 comfortably with up to 4 cells in which vehicle upgrades, weapons, or explosives can be installed. Each cell has enough space to fit a standard weapon, or two weapons with upgrades can fill the space of three.

Construction

Anybody with access to a garage and the right Knowledge (engineering) checks can build an advanced motorcycle from a schematic. Building one from scratch requires at least 12 years of experience. Each year of formal schooling reduces this requirement by 3 years.

Motorcycle, Basic

Price 5,000 cy (expensive 1st); **Type** Large land vehicle; **Speed** 60*/120 mph; **AC** 11 + Dex (max +4); **Hardness** 5; **hp** 15; **Weight** 400 lbs.

Basic motorcycles are not intended for combat, but can be used in a pinch. They are one of the cheapest of modern vehicles, but also the least resistant to repeated damage.

A basic motorcycle seats up 2 comfortably with up to 2 cells in which vehicle upgrades, weapons, or explosives can be installed. Each cell has enough space to fit a standard weapon. If necessary, the extra seat can be reconfigured into one weapon cell given time to craft it. This is the only way to get a basic motorcycle with enough cells to fit up to two weapons with upgrades.

Construction

Anybody with access to a garage and the right Knowledge (engineering) checks can build a basic motorcycle from a schematic. Building one from scratch requires at least 8 years of experience. Each year of formal schooling reduces this requirement by 4 years.

Vehicle Upgrades

The following upgrades are available for purchase with currency and can be applied to the appropriate vehicle. A mech pilot can also select one of these upgrades as a single modification for his giant mobile armor.

The expensive level of an upgraded vehicle increases by +1 per 300 cy of included upgrades (minimum +1).

Vehicle Size: The price for vehicle upgrades assumes a Large vehicle size. Smaller vehicle upgrades cost half as much for each step below Large, and larger upgrades cost double. This reduced price is applied after determining the vehicle's expensive level (smaller and larger vehicles take more time and precision to build).

Aerodynamic [Feature, Vehicle]

Price 200 cy

Making a vehicle aerodynamic uses 1 cell and grants the vehicle a bonus on drive checks and to its AC equal to the Driver's Dexterity modifier (maximum +2). If the vehicle has a maximum Dexterity bonus to AC, increase that bonus by +2 instead.

Masterwork aerodynamics also increase the vehicle's speed by 20 ft./30 mph.

Armored [Feature, Vehicle]

Price: 50 cy (light), 100 cy (medium), or 150 cy (heavy)

Armor can be light, medium or heavy. Masterwork armor reduces the penalty on drive checks by 1.

Light Armor: Uses 1 cell, grants a +3 armor bonus to the vehicle's AC, suffers a –2 penalty on drive checks, and increases the weight of the vehicle by 1/4 (a 1,000 lb. vehicle would weigh 1,250 lbs. with light armor).

Medium Armor: Uses 2 cells, grants a +6 armor bonus to the vehicle's AC, suffers a –2 penalty on drive checks, reduces speed by 10 ft./15 mph, and increases the weight of the vehicle by 1/2. Maximum Dexterity is reduced by 1, to a minimum of +0.

Heavy Armor: Uses 3 cells, grants a +9 armor bonus to the vehicle's AC, suffers a –4 penalty on drive checks, reduces speed by 20 ft./30 mph, and doubles the vehicle's weight. Maximum Dexterity is reduced by 2, to a minimum of +0.

Gadgets [Accessory, Vehicle]

Price 300 cy

Choose up to 4 of the following gadgets that are added to the vehicle. In total, these gadgets use 1 cell. For gadgets not listed here, work with the GM to determine how they affect the vehicle.

Alarm: Creates blaring noise when a creature attempts to enter the vehicle without proper clearance (a key, code, or biometrics). Otherwise functions as a lock.

Brakes, High-Velocity: Allows the vehicle to come to a complete stop from their top speed as a full-round action (normally the vehicle must reduce its speed each round).

GPS: Grants a +8 bonus on checks to navigate in the vehicle.

Radar: No penalty to AC or attacks when flying blind.

Satellite Radio Communication: Also available as a CB radio. Allows for long distance communication. Another creature that can communicate with the radio can prevent the driver from flying blind if at the target location.

Shocks, High-Intensity: Reduces falling distance by up to 20 feet.

Siren: Creates blaring noise and bright light within 10 feet.

Trailer Hitch: Can attach a trailer weighing up to 1/2 the vehicle's weight.

Tow Winch: Can drag another vehicle weighing up to twice the vehicle's weight.

Masterwork Modern Vehicles

A masterwork vehicle gains 1 additional cell and a +2 enhancement bonus on drive checks for 300 cy.

Passenger Seat [Feature, Vehicle]

Additional passenger seats can be added to a vehicle using 1 cell for one or 2 cells for three. Each seat allows one Medium creature to ride in the vehicle comfortably.

Suppressor [Accessory, Weapon]

Price 15 cy; **Location** barrel

A suppressor grants a +2 bonus on Bluff, Sleight of Hand, and Stealth checks to hide the fact that the weapon was fired recently. A masterwork suppressor grants a +4 bonus instead.

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マンガヒーローズ

Play Manga d20

Character Sheet

Character Name	Alignment	Player
Adventurer 2	65	

Character Class and Level	Points	Religion	Homeland
Android (kurusu)			

Race	Size	Gender	Age	Height	Weight	Hair	Eyes
	M						

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR (Strength)	12	1		
DEX (Dexterity)	16	3		
CON (Constitution)	14	2		
INT (Intelligence)	16	3		
WIS (Wisdom)	8	−1		
CHA (Charisma)	8	−1		

HP (Hit Points): Total 16 | DR

Wounds/Current HP

Nonlethal Damage

Initiative Modifier: 5 = 3 (Dex Modifier) + 2 (Misc Modifier) — Total

AC (Armor Class): 17 = 10 + 4 (Armor Bonus) + ___ (Shield Bonus) + 3 (Dex Modifier) + ___ (Size Modifier) + ___ (Natural Armor) + ___ (Deflection Modifier) + ___ (Misc Modifier) — Total

Touch (Armor Class): 13 | **Flat-Footed** (Armor Class): 14 | Modifiers

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)	5	3	2			
Reflex (Dexterity)	6	3	3			
Will (Wisdom)	2	3	−1			

Modifiers: +4 vs. illusion, mind-affecting, paralyze, poison, stun

Base Attack Bonus: 1 | **Spell Resistance**:

CMB: 2 (Total) = 1 (Base Attack Bonus) + 1 (Strength Modifier) + ___ (Size Modifier) | Modifiers

CMD: 15 (Total) = 1 (Base Attack Bonus) + 1 (Strength Modifier) + 3 (Dexterity Modifier) + ___ (Size Modifier) + 10

Weapon	Attack Bonus	Critical
Mwk Handgun (Rapid Shot)	+5 (+3/+3)	x3

Type	Range	Ammunition	Damage
B/P	60 ft.	Cap 20, Use 1	1d8

Weapon	Attack Bonus	Critical
Mwk Handgun (melee)	+4	x2

Type	Range	Ammunition	Damage
B	—		1d6+1

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Speed (Land): 35 ft. sq. (Base Speed) | 35 ft. sq. (With Armor) | Temp Modifiers

Fly ___ ft. | Maneuverability ___ | Swim ___ ft. | Climb ___ ft. | Burrow ___ ft.

Skills

Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☒ Acrobatics	7	=Dex	3	+	2	+	2
☒ Appraise		=Int		+		+	
☐ Bluff		=Cha		+		+	
☒ Climb	0	=Str	1	+		+	−1
☒ Craft weapons	7	=Int	2	+	2	+	3
☐ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☐ Diplomacy		=Cha		+		+	
☒ Disable Device*	7	=Dex	3	+	2	+	2
☐ Disguise		=Cha		+		+	
☒ Escape Artist	6	=Dex	3	+	1	+	2
☐ Fly	2	=Dex	3	+		+	−1
☐ Handle Animal*		=Cha		+		+	
☐ Heal		=Wis		+		+	
☐ Intimidate		=Cha		+		+	
☐ Knowledge (arcana)*		=Int		+		+	
☐ Knowledge (computers)*		=Int		+		+	
☒ Knowledge (dungeoneering)*	7	=Int	2	+	2	+	3
☐ Knowledge (engineering)*		=Int		+		+	
☐ Knowledge (geography)*		=Int		+		+	
☒ Knowledge (history)*		=Int		+		+	
☐ Knowledge (local)*		=Int		+		+	
☒ Knowledge (nature)*	6	=Int	2	+	1	+	3
☐ Knowledge (nobility)*		=Int		+		+	
☐ Knowledge (planes)*		=Int		+		+	
☐ Knowledge (religion)*		=Int		+		+	
☒ Linguistics*		=Int		+		+	
☒ Perception	4	=Wis	−1	+	2	+	3
☐ Perform		=Cha		+		+	
☒ Profession*		=Wis		+		+	
☐ Profession*		=Wis		+		+	
☒ Ride	7	=Dex	3	+	2	+	2
☐ Sense Motive		=Wis		+		+	
☐ Sleight of Hand*		=Dex		+		+	
☐ Spellcraft*		=Int		+		+	
☐ Stealth	2	=Dex	3	+		+	−1
☒ Survival	4	=Wis	−1	+	2	+	3
☒ Swim	0	=Str	1	+		+	−1
☒ Use Magic Device*		=Cha		+		+	

☒ Class Skill * Trained Only

Conditional Modifiers:
Traits: Alert (combat), Chance Savior (campaign)

Languages:
Common, Elvish, Goblin

William Kwan (Order #5669578)

AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Mwk Combat Vest	+4	Light	–1	-	2.5 lbs.	
TOTALS						

GEAR

ITEM	WT.
mwk Handgun	2
Basic car	
-- 50 ft. silk rope	5
-- rations (1 day) x5	5
-- bedroll	5
-- canine whistle	
-- flare x2	2
-- small tent	20
TOTAL WEIGHT	2

Light Load	43	Lift Over Head	130
Medium Load	86	Lift off Ground	260
Heavy Load	130	Drag or Push	650

MONEY

CY 8

ONHAND

FEATS

1: Weapon Focus (revolver) CF1: Rapid Shot *

Adv 1: Trapfinding

* Activate against 1 target as standard action. Stays until target is changed.

SPECIAL ABILITIES

Steady: speed never modified by armor or encumbrance.

See in Darkness: 120-ft. darkvision + see in magical darkness

Sprint: +10 feet when using charge, run, or withdraw.

Constructed: Immune fatigue, exhaustion, disease, emotion, fear, and sleep. Can't gain morale bonuses.

Danger Sense: +2 AC and Reflex vs. traps, +2 Perception to avoid surprise.

Hydraulics: Standard, +4 enh bonus to Str; up to 2 min (1 min increments); free action ends the effect.

Cunning: +2 Perception to detect metal traps and hidden doors. Receives check when not actively looking.

Car, Basic: light armor

EXPERIENCE POINTS

NEXT LEVEL

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 ☐☐☐☐☐☐☐☐☐☐

1st ☐☐☐☐☐☐☐☐☐☐

2nd ☐☐☐☐☐☐☐☐☐☐

3rd ☐☐☐☐☐☐☐☐☐☐

4th ☐☐☐☐☐☐☐☐☐☐

5th ☐☐☐☐☐☐☐☐☐☐

6th ☐☐☐☐☐☐☐☐☐☐

7th ☐☐☐☐☐☐☐☐☐☐

8th ☐☐☐☐☐☐☐☐☐☐

9th ☐☐☐☐☐☐☐☐☐☐

William Kwan (Order #5669578)

マンガヒーローズ

Play Manga d20 Character Sheet

Character Name	Alignment	Player
Adventurer 6	121	

Character Class and Level	Points	Religion	Homeland
Android (kurusu)			

Race	Size	Gender	Age	Height	Weight	Hair	Eyes
	M						

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR Strength	12	1		
DEX Dexterity	16	3		
CON Constitution	14	2		
INT Intelligence	17	3		
WIS Wisdom	8	−1		
CHA Charisma	8	−1		

HP (Hit Points) Total 48 DR

Wounds/Current HP

Nonlethal Damage

Initiative Modifier: 5 = 3 (Dex Modifier) + 2 (Misc Modifier) — Total

AC (Armor Class): 19 = 10 + 6 (Armor Bonus) + (Shield Bonus) + 3 (Dex Modifier) + (Size Modifier) + (Natural Armor) + (Deflection Modifier) + (Misc Modifier) — Total

Touch (Armor Class): 13 **Flat-Footed** (Armor Class): 16 Modifiers

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)	7	5	2			
Reflex (Dexterity)	8	5	3			
Will (Wisdom)	4	5	−1			

Modifiers: +4 vs. illusion, mind-affecting, paralyze, poison, stun

Base Attack Bonus 4 **Spell Resistance**

CMB 5 = 4 (Base Attack Bonus) + 1 (Strength Modifier) + (Size Modifier) — Total. Modifiers

CMD 18 = 4 (Base Attack Bonus) + 1 (Strength Modifier) + 3 (Dexterity Modifier) + (Size Modifier) + 10 — Total

Weapon	Attack Bonus	Critical
Handgun x2	+9 (+7/+7)	x3

Type	Range	Ammunition	Damage
B/P	60 ft.	Cap 20, Use 1	1d8+3

Weapon	Attack Bonus	Critical
Handgun (melee)	+7 (+5/+5)	x2

Type	Range	Ammunition	Damage
B	—		1d4+4/1d4+3

Weapon	Attack Bonus	Critical
Handgun (Rapid Shot, TWF)	+5/+5/+5	x3

Type	Range	Ammunition	Damage
B/P	60 ft.	Cap 20, Use 1	1d8+3

Weapon	Attack Bonus	Critical
Masterwork Rifle (mounted on car)	+8	18x2

Type	Range	Ammunition	Damage
B/P	80 ft.	Cap 1/Use 1 (auto-load)	1d10

Weapon	Attack Bonus	Critical
Mwk rocket launcher (mounted on car)	+8	—

Type	Range	Ammunition	Damage
B/Fire	120 ft.	Cap 10/Use 1 (dispose)	6d6 B + 6d6 fire

Speed (Land): 35 ft. sq. (Base Speed) 35 ft. sq. (With Armor) Temp Modifiers

Fly ft. Maneuverability ft. Swim ft. Climb ft. Burrow ft.

Skills

Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☒ Acrobatics	11	=Dex	3	+	6	+	2
☒ Appraise		=Int		+		+	
☐ Bluff		=Cha		+		+	
☒ Climb	0	=Str	1	+		+	−1
☒ Craft weapons	11	=Int	2	+	6	+	3
☐ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☐ Diplomacy		=Cha		+		+	
☒ Disable Device*	11	=Dex	3	+	6	+	2
☐ Disguise		=Cha		+		+	
☒ Escape Artist	8	=Dex	3	+	3	+	2
☐ Fly	2	=Dex	3	+		+	−1
☐ Handle Animal*		=Cha		+		+	
☐ Heal		=Wis		+		+	
☐ Intimidate		=Cha		+		+	
☐ Knowledge (arcana)*		=Int		+		+	
☐ Knowledge (computers)*		=Int		+		+	
☒ Knowledge (dungeoneering)*	11	=Int	2	+	6	+	3
☐ Knowledge (engineering)*		=Int		+		+	
☐ Knowledge (geography)*		=Int		+		+	
☒ Knowledge (history)*	6	=Int	2	+	1	+	3
☐ Knowledge (local)*		=Int		+		+	
☒ Knowledge (nature)*	8	=Int	2	+	3	+	3
☐ Knowledge (nobility)*		=Int		+		+	
☐ Knowledge (planes)*		=Int		+		+	
☐ Knowledge (religion)*		=Int		+		+	
☒ Linguistics*	6	=Int	2	+	1	+	3
☒ Perception	8	=Wis	−1	+	6	+	3
☐ Perform		=Cha		+		+	
☒ Profession*		=Wis		+		+	
☐ Profession*		=Wis		+		+	
☒ Ride	11	=Dex	3	+	6	+	2
☐ Sense Motive		=Wis		+		+	
☐ Sleight of Hand*		=Dex		+		+	
☐ Spellcraft*		=Int		+		+	
☐ Stealth	2	=Dex	3	+		+	−1
☒ Survival	6	=Wis	−1	+	4	+	3
☒ Swim	0	=Str	1	+		+	−1
☒ Use Magic Device*		=Cha		+		+	

☒ Class Skill * Trained Only

Conditional Modifiers:
Traits: Alert (combat), Chance Savior (campaign)

Languages:
Common, Elvish, Goblin

William Kwan (Order #5669578)

AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
+2 Combat Vest	+6	Light	–1	-	25 lbs.	
TOTALS						

GEAR

ITEM	WT.
+1 Handgun x2	4
advanced car	
-- 50 ft. silk rope	5
-- rations (1 day) x10	10
-- bedroll	5
-- Small tent	20
-- canine whistle	
-- flare x8	8
TOTAL WEIGHT	8

Light Load	43	Lift Over Head	130
Medium Load	86	Lift off Ground	260
Heavy Load	130	Drag or Push	650

MONEY

CY 460

ONHAND

FEATS

1: Weapon Focus (revolver) CF1: Rapid Shot *

3: Two-Weapon Fighting CF3: Point Blank Shot *[1]

5: Precise Shot CF5: Wpn Spec (revolver) *

Adv 1: Trapfinding Adv Talent 2: Acrobatic Stunt

Adv 4: Endurance Adv Talent 5: Disabling Stunt

* Activate against 1 target as standard action. Stays until target is changed.

[1] +1 attack and damage within 30 feet.

SPECIAL ABILITIES

Steady: speed never modified by armor or encumbrance.

See in Darkness: 120-ft. darkvision + see in magical darkness

Sprint: +10 feet when using charge, run, or withdraw.

Constructed: Immune fatigue, exhaustion, disease, emotion, fear, and sleep. Can't gain morale bonuses.

Danger Sense: +4 AC and Reflex vs. traps, +4 Perception to avoid surprise.

Hydraulics: Standard, +4 enh bonus to Str; up to 6 min (1 min increments); free action ends the effect.

Cunning: +2 Perception to detect metal traps and hidden doors. Receives check when not actively looking.

Evasion

Car, Advanced: Aerodynamic, light armor gps, radar, high-velocity brakes, high-intensity shocks

--**Rifle**: mwk, auto-reloader

--**Rocket Launcher**: mwk, crosshairs

Slow-Firing = Full-Round Action to make 1 attack

EXPERIENCE POINTS

NEXT LEVEL

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 ☐☐☐☐☐☐☐☐☐☐

1st ☐☐☐☐☐☐☐☐☐☐

2nd ☐☐☐☐☐☐☐☐☐☐

3rd ☐☐☐☐☐☐☐☐☐☐

4th ☐☐☐☐☐☐☐☐☐☐

5th ☐☐☐☐☐☐☐☐☐☐

6th ☐☐☐☐☐☐☐☐☐☐

7th ☐☐☐☐☐☐☐☐☐☐

8th ☐☐☐☐☐☐☐☐☐☐

9th ☐☐☐☐☐☐☐☐☐☐

William Kwan (Order # 45669578)

マンガヒーローズ

Play Manga d20

Character Sheet

Character Name	Alignment	Player
Giant Robot 2	57	

Character Class and Level	Points	Religion	Homeland
Human	L		

Race	Size	Gender	Age	Height	Weight	Hair	Eyes

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR (Strength)	17	3		
DEX (Dexterity)	13	1		
CON (Constitution)	14	2		
INT (Intelligence)	12	1		
WIS (Wisdom)	10	0		
CHA (Charisma)	8	−1		

HP (Hit Points): Total 21 | DR

Wounds/Current HP

Nonlethal Damage

Initiative Modifier: 1 = 1 (Dex Modifier) + (Misc Modifier) — Total

AC (Armor Class): 19 = 10 + 6 (Armor Bonus) + 2 (Shield Bonus) + 1 (Dex Modifier) + (Size Modifier) + (Natural Armor) + (Deflection Modifier) + (Misc Modifier) — Total

Touch (Armor Class): 11 | **Flat-Footed** (Armor Class): 18 | Modifiers

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)	5	3	2			
Reflex (Dexterity)	1	0	1			
Will (Wisdom)	3	3	0			

Modifiers

Base Attack Bonus: 2 | **Spell Resistance**:

CMB: 6 (Total) = 2 (Base Attack Bonus) + 3 (Strength Modifier) + 1 (Size Modifier) — Modifiers

CMD: 17 (Total) = 2 (Base Attack Bonus) + 3 (Strength Modifier) + 1 (Dexterity Modifier) + 1 (Size Modifier) + 10

Weapon	Attack Bonus	Critical
Mwk Warhammer	+5	x3

Type	Range	Ammunition	Damage
B	—		2d6+3

Weapon	Attack Bonus	Critical
Mwk Shotgun	+3	x4

Type	Range	Ammunition	Damage
B/P	20 ft.	Cap 1, Use 1	2d6

Weapon	Attack Bonus	Critical
Mwk Shotgun (scatter)	+1	x4

Type	Range	Ammunition	Damage
B/P	20-ft. cone	Cap 1, Use 1	2d6

Weapon	Attack Bonus	Critical
Chainsaw (two-handed)	+4	18x2

Type	Range	Ammunition	Damage
S	—	Cap 10, Use 1/hour	4d6+4

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Speed (Land): 20 ft. sq. (Base Speed) | 20 ft. sq. (With Armor) | Temp Modifiers

Fly ft. | Maneuverability | Swim ft. | Climb ft. | Burrow ft.

Skills

Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☐ Acrobatics	−5	=Dex	1	+		+	−6
☒ Appraise		=Int		+		+	
☒ Bluff	3	=Cha	−1	+	1	+	3
☒ Climb	2	=Str	3	+	2	+	−3
☒ Craft armor	6	=Int	1	+	2	+	3
☐ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☒ Diplomacy		=Cha		+		+	
☒ Disable Device*		=Dex		+		+	
☐ Disguise		=Cha		+		+	
☐ Escape Artist	−5	=Dex	1	+		+	−6
☒ Fly	−7	=Dex	1	+		+	−8
☐ Handle Animal*		=Cha		+		+	
☐ Heal		=Wis		+		+	
☒ Intimidate		=Cha		+		+	
☒ Knowledge (arcana)*		=Int		+		+	
☒ Knowledge (computers)*	6	=Int	1	+	2	+	3
☒ Knowledge (dungeoneering)*		=Int		+		+	
☒ Knowledge (engineering)*	6	=Int	1	+	2	+	3
☒ Knowledge (geography)*		=Int		+		+	
☒ Knowledge (history)*		=Int		+		+	
☒ Knowledge (local)*		=Int		+		+	
☒ Knowledge (nature)*		=Int		+		+	
☒ Knowledge (nobility)*		=Int		+		+	
☒ Knowledge (planes)*		=Int		+		+	
☒ Knowledge (religion)*		=Int		+		+	
☒ Linguistics*		=Int		+		+	
☒ Perception	5	=Wis	0	+	2	+	3
☐ Perform		=Cha		+		+	
☒ Profession*		=Wis		+		+	
☐ Profession*		=Wis		+		+	
☐ Ride	−5	=Dex	1	+		+	−6
☐ Sense Motive		=Wis		+		+	
☐ Sleight of Hand*		=Dex		+		+	
☐ Spellcraft*		=Int		+		+	
☒ Stealth	−3	=Dex	1	+	1	+	−5
☐ Survival		=Wis		+		+	
☐ Swim	−3	=Str	3	+		+	−6
☐ Use Magic Device*		=Cha		+		+	

☒ Class Skill * Trained Only

Conditional Modifiers:

Traits: Silent Hunter (regional, +1 Stealth, is a class skill),
Modern (campaign, treat exotic modern weapons as martial)

Languages:

Common, Dwarvish

William Kwan (Order #45669578)

AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Permanent body armor	+6	Medium	–4	25%	60 lbs.	
Heavy steel shield	+2	—	–2	15%	30 lbs.	
TOTALS						

GEAR

ITEM	WT.
Storage (250 lbs.)	15
-- Chainsaw (sheathed)	20
-- Shotgun (masterwork)	24
-- rations (1 day) x10	10
-- bedroll	10
-- Tent	40
-- canine whistle	1
-- flare x8	8
--Warhammer (masterwork)	10
TOTAL WEIGHT	8

Light Load	172	Lift Over Head	520
Medium Load	346	Lift off Ground	1,040
Heavy Load	520	Drag or Push	2,600

MONEY

CY 28

ONHAND

FEATS

1: Quick Draw

GtR 1: Endurance

H: Stealthy

SPECIAL ABILITIES

Permanent Armor: Begins play with permanent medium armor (large breastplate)

Size Change: Begins as Large. Can become Medium as a standard action. Equipment shrinks as well.

Customization: Storage compartment (vehicle upgrade). non-magical bag of holding I for a Large vehicle. Can store up to 30 cu. ft., and any weight beyond the limit (250 lbs.) applies normally.

EXPERIENCE POINTS

NEXT LEVEL

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 ☐☐☐☐☐☐☐☐☐☐

1st ☐☐☐☐☐☐☐☐☐☐

2nd ☐☐☐☐☐☐☐☐☐☐

3rd ☐☐☐☐☐☐☐☐☐☐

4th ☐☐☐☐☐☐☐☐☐☐

5th ☐☐☐☐☐☐☐☐☐☐

6th ☐☐☐☐☐☐☐☐☐☐

7th ☐☐☐☐☐☐☐☐☐☐

8th ☐☐☐☐☐☐☐☐☐☐

9th ☐☐☐☐☐☐☐☐☐☐

William Kwan (Order #45669578)

マンガヒーローズ

Play Manga d20

Character Sheet

Character Name	Alignment	Player
Giant Robot 6	113	

Character Class and Level	Points	Religion	Homeland
Human	L		

Race	Size	Gender	Age	Height	Weight	Hair	Eyes

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR Strength	18	4		
DEX Dexterity	13	1		
CON Constitution	14	2		
INT Intelligence	12	1		
WIS Wisdom	10	0		
CHA Charisma	8	−1		

HP (Hit Points): Total 55 | DR

Wounds/Current HP

Nonlethal Damage

Initiative Modifier: 1 = 1 (Dex Modifier) + (Misc Modifier) — Total

AC (Armor Class): 25 = 10 + 11 (Armor Bonus) + 3 (Shield Bonus) + 1 (Dex Modifier) + (Size Modifier) + (Natural Armor) + (Deflection Modifier) + (Misc Modifier) — Total

Touch Armor Class: 11 | **Flat-Footed** Armor Class: 24 | Modifiers

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)	5	5	2			
Reflex (Dexterity)	1	2	1			
Will (Wisdom)	3	5	0			

Modifiers

Base Attack Bonus: 2 | **Spell Resistance**:

CMB: 11 (Total) = 6 (Base Attack Bonus) + 4 (Strength Modifier) + 1 (Size Modifier) — Modifiers

CMD: 22 (Total) = 6 (Base Attack Bonus) + 4 (Strength Modifier) + 1 (Dexterity Modifier) + 1 (Size Modifier) + 10

Weapon	Attack Bonus	Critical
+1 Warhammer	+12/+7	x3

Type	Range	Ammunition	Damage
B	—		2d6+6

Weapon	Attack Bonus	Critical
+1 Shotgun	+7/+2	x4

Type	Range	Ammunition	Damage
B/P	20 ft.	Cap 1, Use 1 (auto-load)	2d6+1

Weapon	Attack Bonus	Critical
+1 Shotgun (scatter)	+7/+2	x4

Type	Range	Ammunition	Damage
B/P	20-ft. cone	Cap 1, Use 1 (auto-load)	2d6+1

Weapon	Attack Bonus	Critical
mwk Chainsaw (two-handed)	+11/+6	18x2

Type	Range	Ammunition	Damage
S	—	Cap 10, Use 1/hour	4d6+6

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Speed (Land): 25 ft. sq. (Base Speed) | 25 ft. sq. (With Armor) | Temp Modifiers

Fly	Maneuverability	Swim	Climb	Burrow
ft.		ft.	ft.	ft.

Skills

Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☐ Acrobatics	−5	=Dex	1	+		+	−6
☒ Appraise		=Int		+		+	
☒ Bluff	8	=Cha	−1	+	6	+	3
☒ Climb	2	=Str	3	+	2	+	−3
☒ Craft armor	6	=Int	1	+	2	+	3
☐ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☒ Diplomacy		=Cha		+		+	
☒ Disable Device*		=Dex		+		+	
☐ Disguise		=Cha		+		+	
☐ Escape Artist	−5	=Dex	1	+		+	−6
☒ Fly	−7	=Dex	1	+		+	−8
☐ Handle Animal*		=Cha		+		+	
☐ Heal		=Wis		+		+	
☒ Intimidate		=Cha		+		+	
☒ Knowledge (arcana)*		=Int		+		+	
☒ Knowledge (computers)*	10	=Int	1	+	6	+	3
☒ Knowledge (dungeoneering)*		=Int		+		+	
☒ Knowledge (engineering)*	10	=Int	1	+	6	+	3
☒ Knowledge (geography)*		=Int		+		+	
☒ Knowledge (history)*		=Int		+		+	
☒ Knowledge (local)*		=Int		+		+	
☒ Knowledge (nature)*		=Int		+		+	
☒ Knowledge (nobility)*		=Int		+		+	
☒ Knowledge (planes)*		=Int		+		+	
☒ Knowledge (religion)*		=Int		+		+	
☒ Linguistics*		=Int		+		+	
☒ Perception	5	=Wis	0	+	2	+	3
☐ Perform		=Cha		+		+	
☒ Profession*		=Wis		+		+	
☐ Profession*		=Wis		+		+	
☐ Ride	1	=Dex	1	+	6	+	−6
☐ Sense Motive		=Wis		+		+	
☐ Sleight of Hand*		=Dex		+		+	
☐ Spellcraft*		=Int		+		+	
☒ Stealth	5	=Dex	1	+	6	+	−2
☐ Survival		=Wis		+		+	
☐ Swim	−3	=Str	3	+		+	−6
☐ Use Magic Device*		=Cha		+		+	

☒ Class Skill * Trained Only

Conditional Modifiers:

Traits: Silent Hunter (regional, +1 Stealth, is a class skill),
Modern (campaign, treat exotic modern weapons as martial)

Languages:

Common, Dwarvish

William Kwan (Order #45669578)

AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
+2 Permanent body armor	+11	Heavy	–5	35%	100 lbs.	
+1 Heavy steel shield	+3	—	–1	15%	30 lbs.	
TOTALS						

GEAR

ITEM	WT.
Storage (250 lbs.)	15
-- m Chainsaw (sheathed)	20
-- +1 Shotgun (masterwork)	24
-- rations (1 day) x10	10
-- bedroll	10
-- Tent	40
-- canine whistle	1
-- flare x8	8
-- +1 Warhammer	10
TOTAL WEIGHT	8

Light Load	172	Lift Over Head	520
Medium Load	346	Lift off Ground	1,040
Heavy Load	520	Drag or Push	2,600

MONEY

CY 108

ONHAND

FEATS

1: Quick Draw	GtR 1: Endurance
H: Stealthy	3: Rapid Reload
5: Skill Focus (stealth)	GtR 3: Heavy Armor Endurance

SPECIAL ABILITIES

Permanent Armor: permanent heavy armor (Large full plate)

Size Change: Large. Can become Medium as a standard action. Equipment shrinks as well.

Customization: Storage compartment (vehicle upgrade). non-magical bag of holding I for a Large vehicle. Can store up to 30 cu. ft., and any weight beyond the limit (250 lbs.) applies normally.

mwk Auto-Reloader: Added to shotgun, capacity 2, reloads as a free action once per round.

Weapon Training: hammers +1

Customization: Alternate form (rank 2); Able to transform into a Large, basic car 2/day. Shotgun uses 2 cells, but can be fired by the giant robot or a passenger. Also holds a radar, high-velocity brakes, gps, and satellite radio. 5 empty cells.

EXPERIENCE POINTS

NEXT LEVEL

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

William Kwan (Order # 45669578)

マンガヒーローズ

Play Manga d20

Character Sheet

Character Name	Alignment	Player
Magical Hero 2	57	

Character Class and Level	Points	Religion	Homeland
Human			

Race	Size	Gender	Age	Height	Weight	Hair	Eyes
	M						

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR Strength	12	1		
DEX Dexterity	14	2		
CON Constitution	14	2		
INT Intelligence	10	0		
WIS Wisdom	8	−1		
CHA Charisma	16	3		

HP (Hit Points): Total 21 | DR

Wounds/Current HP

Nonlethal Damage

Initiative Modifier: 4 = 2 (Dex Modifier) + 2 (Misc Modifier) — Total

AC (Armor Class): 14 = 10 + 1 (Armor Bonus) + 1 (Shield Bonus) + 2 (Dex Modifier) + (Size Modifier) + (Natural Armor) + (Deflection Modifier) + (Misc Modifier) — Total

Touch Armor Class: 12 | **Flat-Footed** Armor Class: 12 | Modifiers

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)	2	0	2			
Reflex (Dexterity)	2	0	2			
Will (Wisdom)	2	3	−1			

Modifiers

Base Attack Bonus: 1 | **Spell Resistance**:

CMB: 2 (Total) = 1 (Base Attack Bonus) + 1 (Strength Modifier) + (Size Modifier) — Modifiers

CMD: 14 (Total) = 1 (Base Attack Bonus) + 1 (Strength Modifier) + 2 (Dexterity Modifier) + (Size Modifier) + 10

Weapon	Attack Bonus	Critical	Type	Range	Ammunition	Damage

Speed (Land): 30 ft. sq. (Base Speed) | 30 ft. sq. (With Armor) | Temp Modifiers

Fly	Maneuverability	Swim	Climb	Burrow
ft.		ft.	ft.	ft.

Skills

Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☒ Acrobatics	8	=Dex	3	+	2	+	3
☐ Appraise		=Int		+		+	
☐ Bluff		=Cha		+		+	
☐ Climb		=Str		+		+	
☒ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☒ Diplomacy	7	=Cha	3	+	1	+	3
☐ Disable Device*		=Dex		+		+	
☒ Disguise		=Cha		+		+	
☒ Escape Artist	7	=Dex	2	+	2	+	3
☒ Fly	8	=Dex	2	+	2	+	4
☐ Handle Animal*		=Cha		+		+	
☐ Heal		=Wis		+		+	
☒ Intimidate		=Cha		+		+	
☒ Knowledge (arcana)*	4	=Int	0	+	1	+	3
☐ Knowledge (computers)*		=Int		+		+	
☐ Knowledge (dungeoneering)*		=Int		+		+	
☐ Knowledge (engineering)*		=Int		+		+	
☐ Knowledge (geography)*		=Int		+		+	
☐ Knowledge (history)*		=Int		+		+	
☐ Knowledge (local)*		=Int		+		+	
☐ Knowledge (nature)*		=Int		+		+	
☐ Knowledge (nobility)*		=Int		+		+	
☐ Knowledge (planes)*		=Int		+		+	
☐ Knowledge (religion)*		=Int		+		+	
☐ Linguistics*		=Int		+		+	
☒ Perception		=Wis		+		+	
☒ Perform	7	=Cha	3	+	1	+	3
☒ Profession*		=Wis		+		+	
☐ Profession*		=Wis		+		+	
☐ Ride		=Dex		+		+	
☐ Sense Motive		=Wis		+		+	
☐ Sleight of Hand*		=Dex		+		+	
☒ Spellcraft*	4	=Int	0	+	1	+	3
☒ Stealth		=Dex		+		+	
☐ Survival		=Wis		+		+	
☐ Swim		=Str		+		+	
☒ Use Magic Device*		=Cha		+		+	

☒ Class Skill * Trained Only

Conditional Modifiers:

Traits: Natural Flier (+1 to Fly and Acrobatics when flying), Fly is a class skill, Chance Savior (campaign)

Languages:

Common

William Kwan (Order #45669578)

AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
mwk Padded Armor	1	Light	0	-	10 lbs.	
mwk buckler	1		0		5 lbs.	
TOTALS						

GEAR

ITEM	WT.
Backpack	2
50 ft. silk rope	5
-- rations (1 day) x5	5
-- bedroll	5
-- flare x2	2
TOTAL WEIGHT	41

Light Load	43	Lift Over Head	130
Medium Load	86	Lift off Ground	260
Heavy Load	130	Drag or Push	650

MONEY

CY 65

ONHAND

FEATS

1: Toughness

H: Eschew Materials

SPECIAL ABILITIES

Item of Power: Activate as a full-round action to gain performer* (rank 1), inspire competence (rank 1) and inspire courage (rank 2); 9 energy; Performances: fascinate (DC 14); Inspire courage grants +2 attacks, damage, saves against charm and fear.

Cohort [1]: **Size** Medium, **Speed** 40 ft.; **hp** 20; **AC** 17, **touch** 13, **ff** 14; **Attack** 2 claws +5 (1d4+2 plus 1d6 electricity); **Str** 14, **Dex** 17, **Con** 12, **Int** 12, **Wis** 13, **Cha** 13 **Special Attacks** breath weapon (30–ft. line, 3d6 electricity damage, Reflex DC 14 for half, usable every 1d4 rounds); **Special Qualities** prehensile hair, scent. **Feats**: Weapon Finesse, Ability Focus (breath weapon) **Skills (+7)**: Knowledge (history), Perception , Sense Motive

Jump: always has a running start when making an Acrobatics check to jump.

[1] the cohort is its own creature and will not sacrifice itself.

* Pick one Perform Skill with which to use performer.

EXPERIENCE POINTS

NEXT LEVEL

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	13	0	4	—
	14	1st	2	1
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

CONDITIONAL MODIFIERS

Prepares any from witch spell list.

DOMAINS/SPECIALTY SCHOOL

Commonly Prepared Spells

0 ☐☐☐☐☐☐☐☐☐☐
detect magic, light, mending, stabilize

1st ☐☐☐☐☐☐☐☐☐☐
cure light wounds x2, ray of enfeeblement

2nd ☐☐☐☐☐☐☐☐☐☐

3rd ☐☐☐☐☐☐☐☐☐☐

4th ☐☐☐☐☐☐☐☐☐☐

5th ☐☐☐☐☐☐☐☐☐☐

6th ☐☐☐☐☐☐☐☐☐☐

7th ☐☐☐☐☐☐☐☐☐☐

8th ☐☐☐☐☐☐☐☐☐☐

9th ☐☐☐☐☐☐☐☐☐☐

William Kwan (Order #5669578)

マンガヒーローズ

Play Manga d20

Character Sheet

Character Name	Alignment	Player
Magical Hero 6	113	

Character Class and Level	Points	Religion	Homeland
Human			

Race	Size	Gender	Age	Height	Weight	Hair	Eyes
	M						

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR (Strength)	12	1		
DEX (Dexterity)	14	2		
CON (Constitution)	14	2		
INT (Intelligence)	10	0		
WIS (Wisdom)	8	−1		
CHA (Charisma)	17	3	19	4

HP (Hit Points): Total 21 | DR

Wounds/Current HP

Nonlethal Damage

Initiative Modifier: 4 = 2 + 2 (Total = Dex Modifier + Misc Modifier)

AC (Armor Class): 16 = 10 + 2 + 2 + 2 + ___ + ___ + ___ + ___
(Total = 10 + Armor Bonus + Shield Bonus + Dex Modifier + Size Modifier + Natural Armor + Deflection Modifier + Misc Modifier)

Touch (Armor Class): 12 | **Flat-Footed** (Armor Class): 14 | Modifiers

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)	5	2	2	1		
Reflex (Dexterity)	5	2	2	1		
Will (Wisdom)	5	5	−1	1		

Modifiers

Base Attack Bonus: 4 | **Spell Resistance**:

CMB: 5 = 4 + 1 + ___ (Total = Base Attack Bonus + Strength Modifier + Size Modifier) | Modifiers

CMD: 17 = 4 + 1 + 2 + ___ + 10 (Total = Base Attack Bonus + Strength Modifier + Dexterity Modifier + Size Modifier + 10)

Weapon	Attack Bonus	Critical
Force Sword (2nd-level spell)	+7	19x2

Type	Range	Ammunition	Damage
S	—	6 minutes	1d8+2

Weapon	Attack Bonus	Critical
Force Sword (enlarged)	+7	19x2

Type	Range	Ammunition	Damage
S	10-ft. reach		2d6+3

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Speed (Land): 30 ft. sq. (Base Speed) | 30 ft. sq. (With Armor) | Temp Modifiers

Fly ___ ft. | Maneuverability ___ | Swim ___ ft. | Climb ___ ft. | Burrow ___ ft.

Skills

Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☒ Acrobatics	12	=Dex	3	+	6	+	3
☐ Appraise		=Int		+		+	
☐ Bluff		=Cha		+		+	
☐ Climb		=Str		+		+	
☒ Craft ___		=Int		+		+	
☐ Craft ___		=Int		+		+	
☐ Craft ___		=Int		+		+	
☒ Diplomacy	9	=Cha	3	+	3	+	3
☐ Disable Device*		=Dex		+		+	
☒ Disguise		=Cha		+		+	
☒ Escape Artist	11	=Dex	2	+	6	+	3
☒ Fly	12	=Dex	2	+	6	+	4
☐ Handle Animal*		=Cha		+		+	
☐ Heal		=Wis		+		+	
☒ Intimidate		=Cha		+		+	
☒ Knowledge (arcana)*	6	=Int	0	+	3	+	3
☐ Knowledge (computers)*		=Int		+		+	
☐ Knowledge (dungeoneering)*		=Int		+		+	
☐ Knowledge (engineering)*		=Int		+		+	
☐ Knowledge (geography)*		=Int		+		+	
☐ Knowledge (history)*		=Int		+		+	
☐ Knowledge (local)*		=Int		+		+	
☐ Knowledge (nature)*		=Int		+		+	
☐ Knowledge (nobility)*		=Int		+		+	
☐ Knowledge (planes)*		=Int		+		+	
☐ Knowledge (religion)*		=Int		+		+	
☐ Linguistics*		=Int		+		+	
☒ Perception		=Wis		+		+	
☒ Perform ___	9	=Cha	3	+	3	+	3
☒ Profession* ___		=Wis		+		+	
☐ Profession* ___		=Wis		+		+	
☐ Ride		=Dex		+		+	
☐ Sense Motive		=Wis		+		+	
☐ Sleight of Hand*		=Dex		+		+	
☒ Spellcraft*	6	=Int	0	+	3	+	3
☒ Stealth		=Dex		+		+	
☐ Survival		=Wis		+		+	
☐ Swim		=Str		+		+	
☒ Use Magic Device*		=Cha		+		+	

☒ Class Skill * Trained Only

Conditional Modifiers:
Traits: Natural Flier (+1 to Fly and Acrobatics when flying), Fly is a class skill, Chance Savior (campaign)

Languages:
Common

William Kwan (Order #45669578)

AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
+1 body suit	3	Light	0	-	10 lbs.	
+1 buckler	2		0		5 lbs.	
TOTALS						

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	14	0	5	—
	15	1st	4	1
	16	2nd	3	1
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

Conditional Modifiers

Prepares any from witch spell list.

DOMAINS/SPECIALTY SCHOOL

Commonly Prepared Spells

0 ☐☐☐☐☐☐☐☐☐☐
detect magic, light, mending, stabilize,
touch of fatigue (DC 15)

1st ☐☐☐☐☐☐☐☐☐☐
cure light wounds x2, enlarge person,
ray of enfeeblement x2 (DC 16)

2nd ☐☐☐☐☐☐☐☐☐☐
cure moderate wounds x3, force sword

3rd ☐☐☐☐☐☐☐☐☐☐

4th ☐☐☐☐☐☐☐☐☐☐

5th ☐☐☐☐☐☐☐☐☐☐

6th ☐☐☐☐☐☐☐☐☐☐

7th ☐☐☐☐☐☐☐☐☐☐

8th ☐☐☐☐☐☐☐☐☐☐

9th ☐☐☐☐☐☐☐☐☐☐

GEAR

ITEM	WT.
Handy Haversack	5
-- 50 ft. silk rope	5
-- rations (1 day) x5	5
-- bedroll	5
-- flare x2	2
-- small tent	20
+1 cloak of resistance	1
Headband (Cha) +2	1
TOTAL WEIGHT	12

Light Load	43	Lift Over Head	130
Medium Load	86	Lift off Ground	260
Heavy Load	130	Drag or Push	650

MONEY

CY 520

ONHAND

FEATS

1: Toughness H: Eschew Materials

3: Spell Focus (necromancy) 5: Wpn Focus (longsword)

SPECIAL ABILITIES

Item of Power: Activate as a standard action to gain performer* (rank 2), inspire competence (rank 1) and inspire courage (rank 4); 12 energy; Performances: fascinate (DC 16), suggestion (DC 16); Inspire courage grants +4 attacks, damage, saves against charm and fear.

Cohort [1]: [After activating item. Otherwise, use 2nd level cohort]

Size Medium, **Speed** 40 ft.; **hp** 20; **AC** 20, **touch** 14, **ff** 16; **Attack** 2 claws +7 (1d4+6 plus 1d6 electricity); **Str** 14, **Dex** 18, **Con** 12, **Int** 12, **Wis** 13, **Cha** 13

Special Attacks breath weapon (30–ft. line, 5d6 electricity damage, Reflex DC 16 for half, usable every 1d4 rounds);

Special Qualities prehensile hair, scent.

Feats: Wpn Finesse, Ability Focus (breath), Power Attack (used)

Skills (+10): Knowledge (history), Perception , Sense Motive

Jump: always has a running start with Acrobatics to jump

Advanced motorcycle: medium armor, satellite radio (takes up 1 cell by itself, room for up to 3 more gadgets)

Fly: 1/day (6 minutes)

Rejuvenation: Regain 5 (or 1d10) hp once per scene with determination/cheering

EXPERIENCE POINTS

NEXT LEVEL

[1] the cohort is its own creature and will not sacrifice itself.

* Pick one Perform Skill with which to use performer.

William Kwan (Order #45669578)

マンガヒーローズ

Play Manga d20

Character Sheet

Character Name	Alignment	Player
Mech Pilot 2	69	

Character Class and Level	Points	Religion	Homeland
Slime			

Race	Size	Gender	Age	Height	Weight	Hair	Eyes
	Tiny						

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR (Strength)	16	3		
DEX (Dexterity)	10	0		
CON (Constitution)	16	3		
INT (Intelligence)	10	0		
WIS (Wisdom)	12	1		
CHA (Charisma)	10	0		

HP (Hit Points): Total 19 | DR

Wounds/Current HP

Nonlethal Damage

Initiative Modifier: 6 = 0 + 6 (Total = Dex Modifier + Misc Modifier)

AC (Armor Class): 10 = 10 + ___ + ___ + ___ + ___ + ___ + ___ + ___
Total | Armor Bonus | Shield Bonus | Dex Modifier | Size Modifier | Natural Armor | Deflection Modifier | Misc Modifier

Touch (Armor Class): 10 | **Flat-Footed** (Armor Class): 10 | Modifiers

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)	2	0	3			
Reflex (Dexterity)	2	3	0			
Will (Wisdom)	2	0	1			

Modifiers

Base Attack Bonus: 1 | **Spell Resistance**:

CMB: 2 = 1 + 3 + –2 (Total = Base Attack Bonus + Strength Modifier + Size Modifier) | Modifiers

CMD: 12 = 1 + 3 + 0 + –2 + 10 (Total = Base Attack Bonus + Strength Modifier + Dexterity Modifier + Size Modifier + 10)

Speed (Land): 20 ft. sq. (Base Speed) | 20 ft. sq. (With Armor) | Temp Modifiers

Fly	Maneuverability	Swim	Climb	Burrow
ft.	ft.	ft.	ft.	20 ft.

Weapon

Weapon	Attack Bonus	Critical
Tentacles (secondary)	+5	x2

Type	Range	Ammunition	Damage
B	5-ft. reach		1d2+1

Weapon

Weapon	Attack Bonus	Critical
Mwk Handgun	+4	x3

Type	Range	Ammunition	Damage
B/P	60 ft.	Cap 20, Use 1	1d4

Weapon

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Weapon

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Weapon

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Skills

Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☒ Acrobatics	5	=Dex	0	+	2	+	3
☒ Appraise		=Int		+		+	
☒ Bluff		=Cha		+		+	
☒ Climb	7	=Str	3	+	1	+	3
☒ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☐ Diplomacy		=Cha		+		+	
☒ Disable Device*	5	=Dex	0	+	2	+	3
☐ Disguise		=Cha		+		+	
☐ Escape Artist		=Dex		+		+	
☐ Fly		=Dex		+		+	
☐ Handle Animal*		=Cha		+		+	
☐ Heal		=Wis		+		+	
☒ Intimidate		=Cha		+		+	
☐ Knowledge (arcana)*		=Int		+		+	
☐ Knowledge (computers)*		=Int		+		+	
☐ Knowledge (dungeoneering)*		=Int		+		+	
☒ Knowledge (engineering)*	5	=Int	0	+	2	+	3
☐ Knowledge (geography)*		=Int		+		+	
☐ Knowledge (history)*		=Int		+		+	
☐ Knowledge (local)*		=Int		+		+	
☐ Knowledge (nature)*		=Int		+		+	
☐ Knowledge (nobility)*		=Int		+		+	
☐ Knowledge (planes)*		=Int		+		+	
☐ Knowledge (religion)*		=Int		+		+	
☐ Linguistics*		=Int		+		+	
☒ Perception	5	=Wis	1	+	1	+	3
☐ Perform		=Cha		+		+	
☒ Profession*		=Wis		+		+	
☐ Profession*		=Wis		+		+	
☐ Ride		=Dex		+		+	
☒ Sense Motive		=Wis		+		+	
☐ Sleight of Hand*		=Dex		+		+	
☐ Spellcraft*		=Int		+		+	
☐ Stealth		=Dex		+		+	
☐ Survival		=Wis		+		+	
☒ Swim		=Str		+		+	
☐ Use Magic Device*		=Cha		+		+	

☒ Class Skill * Trained Only

Conditional Modifiers:
Chance Savior (campaign)

Languages:
Common, Elvish

William Kwan (Order #45669578)

AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

GEAR

ITEM	WT.
Backpack	2
50 ft. silk rope	5
-- rations (1 day) x5	5
-- bedroll	5
-- flare x2	2
Mwk handgun	2
TOTAL WEIGHT	21

Light Load	76	Lift Over Head	230
Medium Load	153	Lift off Ground	460
Heavy Load	230	Drag or Push	1,150

MONEY

CY 88

ONHAND

FEATS

1: Improved Initiative Brb 2: Point-Blank Shot*

Racial Traits: Aberration, Darkvision, DR 2/bludgeoning

Can squeeze into a space 3-inches wide, but cannot bring equipment.

Cannot be flanked

* gained in place of uncanny dodge.

SPECIAL ABILITIES

Chemical Augury: 1/day, standard action to learn a 1st-level spell or special ability from a 2HD or lower creature.

Mech: **Size** Huge, **Speed** 30 ft.; **hp** 22; **AC** 15, **touch** 9, **ff** 14; **Attack** greataxe +3 (4d6+4, x3) or crossbow +1 ranged 120 ft. (3d8, 19x2)

Str 16, **Dex** 13, **Con** 12, **Int** —, **Wis** 10, **Cha** —

Rage +2 melee attack, damage, hp, and Will, –2 AC; lasts up to 7 rounds

Feat: Power Attack (–1 attack, +3 damage)

Rage Power: no escape (move alongside withdrawing foe)

Explosives (6/day) 3d6 fire damage. Can be launched with crossbow out to 120 feet.

Uncanny Dodge

Carries up to 304 (light), 612 (medium), and 920 lbs. (heavy) 1,840 lift, 4,600 push or drag.

Indebted: 1 point. Paid for own education to gain gun training. Owes 300 cy (5 cy/month).

EXPERIENCE POINTS

NEXT LEVEL

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 ☐☐☐☐☐☐☐☐☐☐

1st ☐☐☐☐☐☐☐☐☐☐

2nd ☐☐☐☐☐☐☐☐☐☐

3rd ☐☐☐☐☐☐☐☐☐☐

4th ☐☐☐☐☐☐☐☐☐☐

5th ☐☐☐☐☐☐☐☐☐☐

6th ☐☐☐☐☐☐☐☐☐☐

7th ☐☐☐☐☐☐☐☐☐☐

8th ☐☐☐☐☐☐☐☐☐☐

9th ☐☐☐☐☐☐☐☐☐☐

William Kwan (Order #5669578)

マンガヒーローズ

Play Manga d20

Character Sheet

Character Name	Alignment	Player
Mech Pilot 6	125	

Character Class and Level	Points	Religion	Homeland
Slime			

Race	Size	Gender	Age	Height	Weight	Hair	Eyes
	Tiny						

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR Strength	16	3		
DEX Dexterity	10	0	12	1
CON Constitution	17	3		
INT Intelligence	10	0		
WIS Wisdom	12	1		
CHA Charisma	10	0		

HP (Hit Points): Total 53 | DR

Wounds/Current HP

Nonlethal Damage

INITIATIVE Modifier: 7 = 1 (Dex Modifier) + 6 (Misc Modifier) — Total

AC Armor Class: 13 = 10 + 2 (Armor Bonus) + ___ (Shield Bonus) + 1 (Dex Modifier) + ___ (Size Modifier) + ___ (Natural Armor) + ___ (Deflection Modifier) + ___ (Misc Modifier) — Total

TOUCH Armor Class: 10 | **FLAT-FOOTED** Armor Class: 10 | Modifiers

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
FORTITUDE (Constitution)	6	2	3	1		
REFLEX (Dexterity)	6	5	0	1		
WILL (Wisdom)	4	2	1	1		

Modifiers

BASE ATTACK BONUS 4 | **SPELL RESISTANCE**

CMB 5 = 4 (Base Attack Bonus) + 3 (Strength Modifier) + –2 (Size Modifier) — Total | Modifiers

CMD 16 = 4 (Base Attack Bonus) + 3 (Strength Modifier) + 1 (Dexterity Modifier) + –2 (Size Modifier) + 10 — Total

SPEED (Land): 20 ft. sq. (Base Speed) | 20 ft. sq. (With Armor) | Temp Modifiers

Fly	Maneuverability	Swim	Climb	Burrow
ft.		ft.	ft.	20 ft.

Weapon

Weapon	Attack Bonus	Critical
Tentacles (secondary)	+9	x2

Type	Range	Ammunition	Damage
B	5-ft. reach		1d2+1

Weapon

Weapon	Attack Bonus	Critical
+1 Handgun (rapid shot)	+9 (+7/+7)	x3

Type	Range	Ammunition	Damage
B/P	60 ft.	Cap 20, Use 1	1d4+1

Weapon

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Weapon

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Weapon

Weapon	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Skills

Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☒ Acrobatics	9	=Dex	0	+	6	+	3
☒ Appraise		=Int		+		+	
☒ Bluff		=Cha		+		+	
☒ Climb	9	=Str	3	+	3	+	3
☒ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☐ Diplomacy		=Cha		+		+	
☒ Disable Device*	9	=Dex	0	+	6	+	3
☐ Disguise		=Cha		+		+	
☐ Escape Artist		=Dex		+		+	
☐ Fly		=Dex		+		+	
☐ Handle Animal*		=Cha		+		+	
☐ Heal		=Wis		+		+	
☒ Intimidate		=Cha		+		+	
☐ Knowledge (arcana)*		=Int		+		+	
☐ Knowledge (computers)*		=Int		+		+	
☐ Knowledge (dungeoneering)*		=Int		+		+	
☒ Knowledge (engineering)*	9	=Int	0	+	6	+	3
☐ Knowledge (geography)*		=Int		+		+	
☐ Knowledge (history)*		=Int		+		+	
☐ Knowledge (local)*		=Int		+		+	
☐ Knowledge (nature)*		=Int		+		+	
☐ Knowledge (nobility)*		=Int		+		+	
☐ Knowledge (planes)*		=Int		+		+	
☐ Knowledge (religion)*		=Int		+		+	
☐ Linguistics*		=Int		+		+	
☒ Perception	7	=Wis	1	+	3	+	3
☐ Perform		=Cha		+		+	
☒ Profession*		=Wis		+		+	
☐ Profession*		=Wis		+		+	
☐ Ride		=Dex		+		+	
☒ Sense Motive		=Wis		+		+	
☐ Sleight of Hand*		=Dex		+		+	
☐ Spellcraft*		=Int		+		+	
☐ Stealth		=Dex		+		+	
☐ Survival		=Wis		+		+	
☒ Swim		=Str		+		+	
☐ Use Magic Device*		=Cha		+		+	

☒ Class Skill * Trained Only

Conditional Modifiers:
Chance Savior (campaign)

Languages:
Common, Elvish

William Kwan (Order #45669578)

AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Bracers of Armor +2	+2					
TOTALS						

GEAR

ITEM	WT.
Haversack	5
-- 50 ft. silk rope	5
-- rations (1 day) x5	5
-- bedroll	5
-- flare x2	2
Belt (Dex) +2	1
+1 handgun	2
TOTAL WEIGHT	8

Light Load	76	Lift Over Head	230
Medium Load	153	Lift off Ground	460
Heavy Load	230	Drag or Push	1,150

MONEY

CY 493

ONHAND

FEATS

1: Improved Initiative Brb 2: Point-Blank Shot*

3: Rapid Shot

5: Weapon Focus (firearms)

Racial Traits: Aberration, Darkvision, DR 2/bludgeoning

Can squeeze into a space 3-inches wide, but cannot bring equipment.

Cannot be flanked

* gained in place of uncanny dodge.

SPECIAL ABILITIES

Chemical Augury: 1/day, standard action to learn a 1st-level spell or special ability from a 2HD or lower creature.

Mech: **Size** Huge, **Speed** 30 ft.; **hp** 39; **AC** 17, **touch** 9, **ff** 15; **Attack** +1 greataxe +8 (4d6+5, x3) or crossbow +6 ranged 120 ft. (3d8, 19x2)

Str 16, **Dex** 14, **Con** 12, **Int** —, **Wis** 10, **Cha** —

Rage +2 melee attack, damage, hp, and Will, –2 AC; lasts up to 7 rounds

Feat: Power Attack (–2 attack, +6 damage), Cleave

Rage Power: no escape (move alongside withdrawing foe)

Explosives (6/day) 3d6 fire damage. Can be launched with crossbow out to 120 feet.

Uncanny Dodge

Carries up to 304 (light), 612 (medium), and 920 lbs. (heavy) 1,840 lift, 4,600 push or drag.

Danger Sense +1

Rage Power powerful stance +2 melee damage 1/rage

Evasion

Rejuvenation: Regain 10 (or 2d10) hp once per scene with determination/cheering

EXPERIENCE POINTS

NEXT LEVEL

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 ☐☐☐☐☐☐☐☐☐☐

1st ☐☐☐☐☐☐☐☐☐☐

2nd ☐☐☐☐☐☐☐☐☐☐

3rd ☐☐☐☐☐☐☐☐☐☐

4th ☐☐☐☐☐☐☐☐☐☐

5th ☐☐☐☐☐☐☐☐☐☐

6th ☐☐☐☐☐☐☐☐☐☐

7th ☐☐☐☐☐☐☐☐☐☐

8th ☐☐☐☐☐☐☐☐☐☐

9th ☐☐☐☐☐☐☐☐☐☐

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